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GAMEPRO®

#1 VIDEO GAME MAGAZINE

Exclusive Review! Street Fighter II Turbo!

The toughest SNES fighting game just got tougher! Plus: SF II Special Champion Edition for the Genesis, Pg. 26

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Nigel Mansell's World Championship
E.V.O. Search for Eden
Sega CD–Ecco the Dolphin
NES–Yoshi's Cookie
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Neo-Geo–3 Count Bout
Game Boy–Raging Fighter
Spider-Man 3: Spider-Slayers
Game Gear–Surf Ninjas
Streets of Rage 2

NEW! Arcade Machines for Hot Summer Fun! Pg. 20

GamePro ShowStopper Awards: The Best Games from the Summer C.E.S.

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Part 1 of 2

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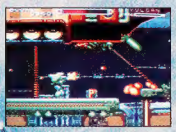

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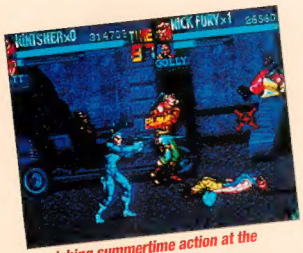

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SUMMER 1993

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Now you can out-Fox each level of Nintendo's awesome space fightin' game. Our in-depth 16-page StarFox ProStrategy Guide has all the tips, tricks, and secret info you'll need to successfully reach galactic glory!

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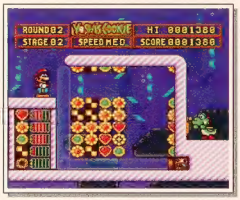

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Rated X

Letter from the GamePros

By the time you read this letter, Sega's game-rating system will probably be making its debut on game boxes everywhere. The initial plans call for three different classifications: "GA" for general audiences; "MA-13" for mature audiences (parental discretion advised); and "MA-17" for adults only. Sounds simple enough...but it's not.

Initial response to Sega's announcement varied. Some parents and consumer groups were thrilled and hopeful that a rating system would help consumers evaluate what games were most appropriate for gamers of different ages. Others were more skeptical, claiming that Sega's actions were a self-serving marketing scheme, more motivated by profit than by real concern for the gamers.

Perhaps the most vocal opposition to Sega's rating system came from none other than arch-competitor, Nintendo of America. In a May 25th press release, Nintendo of America claimed that Sega's rating system was nothing more than a means by which Sega could "justify the marketing of increasingly violent video games." Nintendo stated that the true responsibility for publishing "appropriate" software rests internally, and that companies must adhere to a "policy of internal standards and extensive game evaluation."

When the smoke from all the rhetoric clears, the issues are fairly obvious, even to opponents of a rating system. There's no doubt that new technologies, such as CD-ROM, 3DO, and virtual reality, will facilitate the creation of games with far more realistic violence and sex, whether Nintendo and Sega choose to make them or not.

In an industry where an estimated 70% of all consumers are under 18, there has to be some way for parents and other adults to evaluate whether specific products are appropriate for a younger audience. Although game companies may assert that they can provide consumers with this information, most find that it's difficult to make objective decisions where the bottom line is concerned.

> ***"If the industry doesn't voluntarily adopt standards or ratings, it's likely that they'll be imposed on us as they have been in other media, like film and television."***

So what are the pros and cons of a rating system? First, here are the potential problems. Any rating system could lead to possible censorship and violation of First Amendment rights. Rating systems, as seen in the film industry, are difficult to enforce. Who sets the standards by which games are rated? Who rates the games – an independent body or individual publishers? Finally, rating systems can actually have a reverse effect from what was intended. They could actually increase sales and interest by hyping a violent product.

Is there anything positive about ratings? Yes! Some sort of rating system for games, especially as game realism and graphic quality increase, is inevitable in the long term. If the industry doesn't voluntarily adopt standards or ratings, it's likely that they'll be imposed on us as they have been in other media, like film and television. With ratings on the horizon, the electronic entertainment industry would be smart to work together on a system that adequately educates consumers and assists them in making purchasing decisions.

Whether you agree with Sega's proposed ratings system, at least they had the guts to address the issue. Next month we'll take a closer look at the problematic issues involved in any rating system. In the meantime, drop us a line and let us know what you think! After all, this issue is going to effect you! G

GAMEPRO

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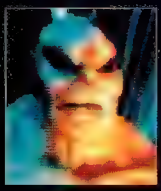

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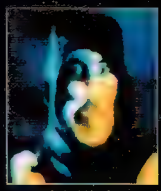

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SEPTEMBER 93

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*Mario Andretti

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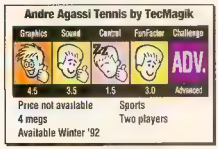
THE MAIL

The Magazine Biz

Have you ever had to give a game a 1.0 or 1.5 rating?

Edward Goryen, Fremont, CA

(It happens once in awhile, but usually we try to put only the best and hottest games on our review pages. These games are rarely bad enough to warrant a 1.0 or 1.5. A rating that low means we think the game is truly terrible, and it probably shouldn't have been released. – Slasher Quan)



We call 'em as we see 'em.

Chairman Mao

I have noticed your poster artist is the world-renowned Francis Mao. I congratulate you for having such a PRO in your ranks. I think you should do a profile on him so readers can get to know this great young artist better.

Jesus Cabello, Ponce, PR

(You're right, Francis is a true pro. Not only does he create our posters, he also designs our pages and even draws some of our covers. Entirely self-taught, Francis never thought of being a professional artist when he was young. He wanted to be a lawyer!

After winning $100 in a drawing contest, he left law school in 1990 to begin a career as an Associate Art Director for GamePro. He now works as our Director of Creative Services. In addition, he's illustrated the comic books for the Teenage Mutant Ninja Turtles and Sonic The Hedgehog, books for the movie Hook, and books for the Burger Kids. His advice to young artists: "Believe in yourself and never stop drawing!" – Gideon)

Have pen, will travel!

Tech Talk

While playing the SNES I accidentally broke off the top half of my cart. The game was fine, but I noticed something strange inside the plastic case. Half of it was empty! Why can't the plastic case be made smaller so we don't pay for wasted space? Or better still, why can't the microchips inside be enlarged to fill the space and thus make better games?

Jon Waters, Glen Rock, NJ

(That empty space in the cart isn't really empty, Jon. It's filled with air. So what? This helps cool the chips, which heat up with extended play. If electronics filled the case, the chips would eventually get so hot they'd melt right through the plastic. – Hack 'n' Slash)

I'm a proud owner of both the Genesis and the SNES. Is there a TV converter that will enable me to switch from one system to the next without having to actually unplug one and plug in the other?

Scott Mueller, Kenosha, WI

(There are a couple of ways to solve this problem. If you're going into your TV via an RF, simply daisy chain your RFs together. For example, if you want to have two systems hooked up, hook both RFs up to their respective systems. Next, hook the end of the first RF (the end that you'd normally plug into the TV) into the matching socket on the second RF. Then plug the TV output connector of the second RF into your TV. If you want to add another system, simply daisy chain that one in also.

Another solution is the Game Link, a $50 unit that enables you to plug in five systems at once and alternate among them with a flick of a switch. See Hardware Helpers, April '93 – Earth Angel)

I have recently seen a Sega Genesis cable that is supposed to sharpen the graphics. Does it?

Tom Howery, Dallas, TX

(There are three ways you can hook up your Sega Genesis to your TV. An RF cable – the one that comes with the system – provides the least-sharp graphics. For $10 you can purchase a video cable that connects your Genesis to the Audio In and Video In hookups on your TV. This cable provides a sharper picture. To have the sharpest picture possible, you need a cable that hooks your system up in RGB (Red, Green, Blue). The problem is, you also need a professional monitor with RGB capability. – The Whizz)

Code-less

In your SWATPro section of the March issue, there was a code that lets you set Street Fighter II for the SNES in the Championship Mode. I tried it and it didn't work.

Ryan Culp, Hamilton, Ontario

(Sharp eyes, Ryan! You're right, the code is wrong. We accidentally flopped the letters. The correct code to get to the Championship Mode is Down, R, Up, L, Y, then B at the Capcom logo. Championship Mode in this tip means player-versus-player capability. You cannot play as any of the bosses. – Slasher Quan)

Chun Li prays for the editor who OK'd the incorrect code.

In the SWATPro section of the May '93 issue there was a code for Super Star Wars for the SNES. It was the AAAA, X, BBBB,Y code. I couldn't get it to work. Which title screen do I use, at what point do I use the code, and with which controller?

Jimmy Peet, Highlands Ranch, CO

(To get this code to work, wait for the words JVC PRESENTS and the LucasArts logo to appear at the very beginning. When the Super Star Wars title screen asks you to choose Start or Options, punch in the code on Controller 1 immediately. You only have a few seconds. Then hit Start until you're at Level 1. If the code doesn't take the first time, you have to turn off the game completely, take it out, put it back in and try again. – Scary Larry)

Reach this menu and you pick any Super Star Wars level you want.

Girly Gamers

In the March review of T2: The Arcade Game (page 172), the

GEAR UP!

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writer said "Don't be a girly-gamer, get out the guns and waste 'em!" Wham! I got seriously offended, and so did my friends at school! Can't you try to please BOTH genders of *GamePro* fans?

Alexis Henetz, Oceanside, CA

(My "joke" was a reference to the characters Hans and Franz on* Saturday Night Live*, who parody big-muscle types like Arnold Schwarzenegger, who in turn was the star of* Terminator 2*. I'd never take a shot at female gamers. There are too many here in the office who'd beat me up! – Scary Larry)

My friend and I both own an SNES. I rent, trade, and borrow games from friends and rental stores. My friend won't participate in any of these things because he thinks that his system and games will get dust on them and will become ruined. Does dust affect games as much as he thinks? Could a cleaning kit put him at ease with his fears?

Joe Carter, Dublin, OH

(No. Yes. – Data Carvey)

Snippets

What does the "M" in "M. Bison" stand for?

Manuel Castillo Cortes, Monterrey, Mexico

(We had a lot of good guesses on this one. Monsieur? Mike? Mama? Sega of America's game counselors told us it was Master. However, Capcom refuted that notion. They claim that the M is part of the character's mystery, so they're in no hurry to settle on a name.)

Mike Byson?

Can a Game Genie mess up your games or your system?

Brian Faust, Toledo, OH

(Absolutely not. If you insert and remove it correctly, the chances of it damaging anything are the same as any cart damaging your system – virtually nonexistent.)

You'll get more than three wishes with this Genie.

Who comes up with the codes for the Game Genie codebooks?

Genesis Krzyzaniak, Austin, TX

(Programmers at Galoob "crack" a game's program and then use the knowledge they glean from it to create helpful new codes for the Game Genie.)

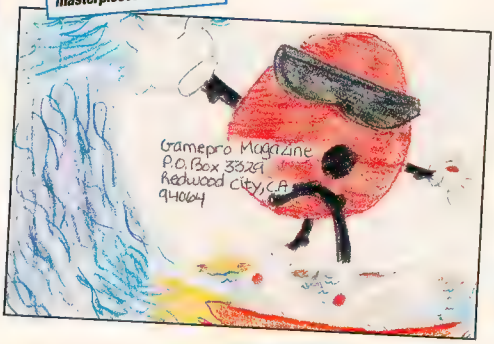
Was there a Street Fighter I? Can I still get it?

Chris Meek, Wichita, KS

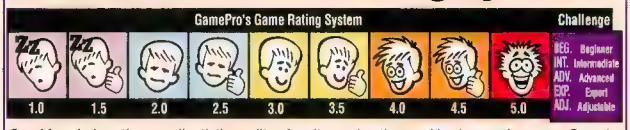
(Sorta. The original SF was an arcade game, which was converted from a Japanese game. The only home version is for the Turbo-Grafx CD and is named Fighting Street.)

Check out these awesome Bubsy comic book pages by Eric Lee of Tulsa, OK! Can you believe he's only 11!?! Great job, Eric!

Awesome envelope art by Melissa Martin of Redwood City, CA. Keep those great envelope masterpieces coming!



GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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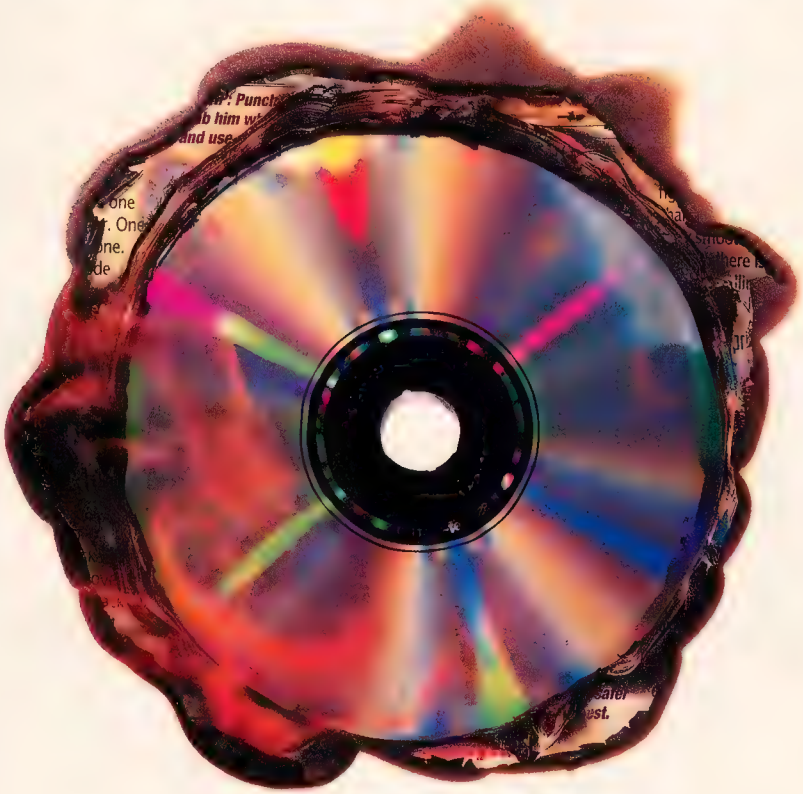
Thanks for your help!

IF YOU CAN'T STAND THE HEAT...
GO BACK TO CARTRIDGE GAMES!



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THE CUTTING EDGE

3D A Brief Glimpse Into the FUTURE

Panasonic's REAL 3DO Interactive Multiplayer is poised to make an October debut, and the real world of electronic gaming may never be the same again...or will it? Trip Hawkins, the driving force behind the 32-bit CD system, is on record as promising that 80 products will be available by the end of the year. Among the 150 software developers currently listed as 3DO licensees is a familiar coterie of video-game names. Here are a few previews of new games from old names.

Panasonic's 3DO Multiplayer

Activision

Return to Zork

Zork, which sold two million copies, is the text-based adventure game that arguably set the tone for all PC adventure games. In Return to Zork, you must embark on a quest to save humanity from Morphius, the evil ruler of the Great Underground Empire. Players must pick up objects and solve numerous, sometimes interconnected, puzzles of increasing difficulty. The zany Zork characters are portrayed by real actors with make-up, costumes, props, and scenery. Characters respond in real time with tips, questions, humor, and typical Zorkian sarcasm – just like the characters in the text-driven Zork series.

Film of Zork actors was digitized...

...and set against detailed, computer-generated backgrounds.

The Great Underground Empire is a weird but dangerous place.

Fans of PC games will be interested to know that Activision will publish Return to Zork under the Infocom label – the original creators of Zork.

American Laser Games

Mad Dog McCree

You may have shot your way through Mad Dog McCree, a Wild West shoot-em-up. Well, this boot-kickin' fight is about to find new life. Before 3DO arrived on the scene, ALG (originally producers of live-action systems for police and military firearms training) hit on a winning formula that combines film footage of live actors with arcade-style shoot-em-up action.

You'll meet some tough 3DO hombres.

This game's only for straight shooters.

The Old Timer has a dynamite problem.

In this game, outlaw Mad Dog McCree and his gang have taken over a frontier town. As you rescue townspeople, they reveal clues to the whereabouts of Mad Dog's hideout. This gun game ought to put the 3DO controller through its paces.

Electronic Arts

John Madden Football

3DO and an NFL license make JMF look entirely different.

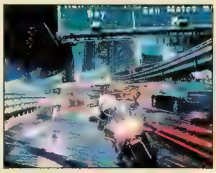
John Madden's happy to conquer yet another game platform.

If you liked the regular John Madden Football games, then 3DO may press the hot buttons to drive you nuts. The existing football engine has been enhanced for 3DO, and now the game sports the official NFL license to let you play with real teams, real logos, real team colors, and real players. John Madden has also designed new plays. Of course, there's CD-quality digitized sound and John Madden commentary.

PGA Tour Golf

Playing golf is one thing, but playing golf against the PGA pros is something else entirely. PGA Tour Golf enables you to play against 60 top Tour pros, each of whom has been filmed and digitized for the game. The game features four actual Tournament Players' Club courses, which utilize digitized video footage and fully accurate elevation data. With variable wind conditions, 10 different ball lies, and realistic digitized sounds, you'll never miss a tee time again.

Road Rash: The Blood of the Couriers

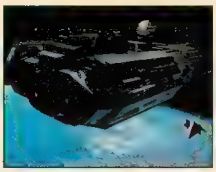


The scenery's so real...hey, this is the road to GamePro!

You'll feel like one of the gang.

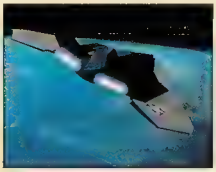
In this lawless, high-speed motorcycle game, players compete in a series of adrenaline-pumping races. You ride for your life through rush-hour traffic, canyon runs, and derelict inner city streets as you try to avoid punches, kicks, and club attacks from your competitors. This game pushes texture mapping to another level for awesome photorealistic road effects.

Shock Wave



The space station is your safe harbor in the alien storm.

It's 2019. Space is the final frontier, and the extraterrestrials are on the warpath! You're an elite fighter pilot aboard Earth's first orbital aircraft carrier. As the alien attack ships advance on our planet, you blast into battle over true-color photorealistic terrain.

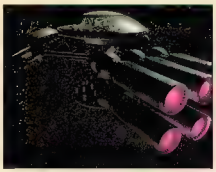


The outer space views are awesome.

Twisted: The Sitcom of Game Shows

Trapped in twisted TV Land, your challenge is to save a video contestant from a fate worse than death – eternal life in a game show! Players pair up with digitized partners who talk and interact with them. You must solve living jigsaw puzzles, zap commercials against the clock, mix and match famous voices, and beat literally thousands of other brain-draining games. It sounds like family fun.

Worldbuilders, Inc.



Your terraforming spaceship contains worldbuilding potential.

Welcome to the world of terraforming. You're cast as the CEO of Worldbuilders, Inc., a company that specializes in the art and science of building Earth-like habitats on inhospitable planets. This game's textured graphics combine an atmosphere of cyberpunk with strategy and an educational element. Oh yes, you need to turn a profit, too.

Software Toolworks

Dreams Below

Go scuba diving without even getting wet! This innovative CD teaches you how to use scuba equipment, whether you can swim or not. Then, for your very own personal dive, you can select a real underwater area to explore. Excursions to hot diving spots in the South Pacific, the Western Pacific, the Caribbean, and the Red Sea reveal shipwrecks, underwater formations, and colorful sea life. Take a deep breath, as you consider diving into this CD with 3DO.

Spectrum HoloByte

Star Trek: The Next Generation

Engage 3DO Star Trek.

It's a Trekker's dream come true. At last, you can join the crew of the Star Trek Enterprise (Galaxy Class, NCC-1701D, of course), meaning Capt. Piccard, Worf, Data, and Counselor Troi are among your 3DO shipmates. The epic story line crosses time and space as a legendary device containing unimaginable power suddenly materializes in Federation space. You command the Enterprise, organize Away Teams, fight ship-to-ship battles, and, of course, uphold the Prime Directive. No word yet on whether you'll be able to play with the actual stars of the show. G

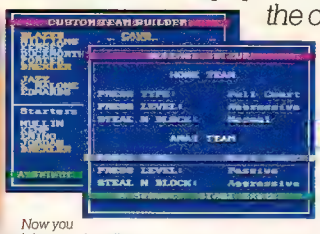
JAM WITH THE BEST IN THE NBA.

When Charles drives, get out of his way or get bounced like a basketball.

When Pippen goes to the hole, not even a double-team can stop his double pump jam

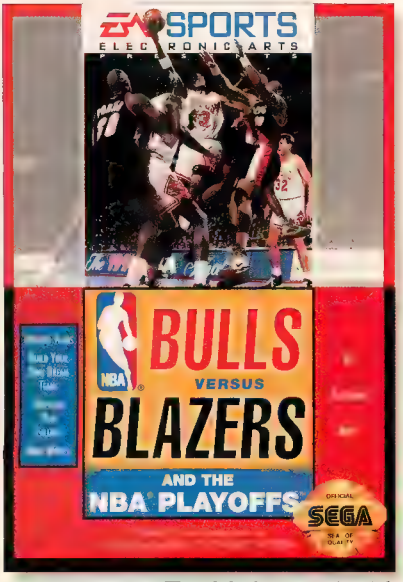
Barkley's Monster Dunk. Harper's Air-Reverse Slam. Malone's In-Your-Face Jam. Rice's 360° Slam. Manning's Double Pump Jam. Ewing's Bounce-Ball Slam.

Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.™ The updated version of the most popular basketball game ever. With the complete rosters of all 16 1992 NBA playoff teams. Updated stats. And the '92 East and West All-Star squads.



Now you get even more ways to steal the show With tougher defensive playcalling And the chance to build your own dream team from the NBAs finest

Also available on SuperNES™

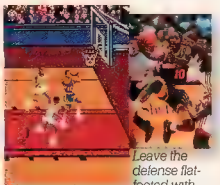


You also get new signature moves that'll make your head spin. Like Kersey's Gorilla Slam. Stockton's Behind-Your-Back Pass. And Owen's Alley-Oop Jam. It's the NBA's biggest guns. And all their shots.

You can even create your own dream team. Pick any player from the starting five of any playoff or All-Star squad. Then create a nightmare for the rest of the league.

Plus there's much tougher "D." Smother the ball with a full-court or half-court press. Of course, the tougher your "D," the more you'll tire and commit fouls.

The action starts at Round 1 with all 16 playoff teams. From there, it only gets more intense. Establish your inside game. Hit a few treys. Play the substitution game. If you can stand tallest in the paint, the NBA title is yours.



Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step

The Mailman's in-Your-Face Dunk always makes a huge splash

Kemp's Off the Glass Jam always shatters the competition

Daugherty's inside moves make him Cleveland's center of attention

EA SPORTS™ covers every brick that clangs off the rim, every squeal of $159 sneakers. With instant replay. Scores from other games. Stats. Highlights.

Jump at this chance to join basketball's elite. Visit your local Electronic Arts dealer or order by phone anytime: (800) 245-4525. And play with the champions of the NBA.

If it's in the game, it's in the game.

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HOT AT THE ARCADES

By Hack 'n' Slash

Summertime means sweating it out in the arcades! Here are some heavy-hitting coin-ops on their way to your local arcades.

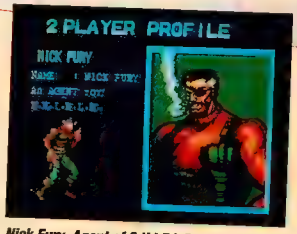
SPECIAL FEATURE

The Punisher (Capcom)

They killed his family. They destroyed his career. Someone's gonna pay, and it's gonna be you...at 25 cents a pop!

The Punisher is a hard-charging beat-em-up game, starring two of Marvel Comics' toughest heroes. The Punisher, of course, is Frank Castle, a self-appointed vigilante with a major attitude about crime. Teaming with him is Nick Fury, Special Agent of S.H.I.E.L.D. Together they wage a two-player war against the henchmen and minions of the Kingpin, a rotund criminal mastermind.

Six levels of intense beat-em-up action pit you against a never-ending gang of street creeps. Each level also features a famous Marvel Comics' villain, such as the Bushwacker and Jigsaw.



Nick Fury, Agent of S.H.I.E.L.D.

The Punisher and Fury toss a flurry of flying kicks, throws, and high-and-low punches. For heavy-duty fighting, you can pick up and use a variety of weapons, including baseball bats, flamethrowers, and Uzi submachine guns. To keep up their strength, the Punisher and Fury regain lost vitality by eating food, which appears randomly throughout the game.

Frank Castle, a.k.a the Punisher!

The action's the show, but this game's outstanding feature is its gorgeous graphics, which capture the dark, somber mood of the Punisher comic books. If you're an arcade rat who likes to take justice into his own hands, check out the Punisher.

Bushwacker will lay a major hurt on you!

The Punisher and Fury clean up the streets.

Dark, moody graphics bring the Punisher to life.

F1 Grand Prix Star II (Jaleco)

Put yourself in the driver's seat for heart-pounding Formula One racing. F1 Grand Prix Star II is a sit-down racing game that features excellent bit-mapped graphics in the grand tradition of Super Monaco GP. The action's fast and furious as you take on a pack of drivers across four international tracks. Great Britain features a classic circuit for beginners. South Africa's tight turns and slight hills up the challenge. Australia is a tire-screaming run through a popular tourist resort town. Finally, Switzerland's mountainous terrain and blind corners present the ultimate test of your arcade driving reflexes.

Up to eight units can be linked together. If you're lucky, your local arcade guy will go for the maximum setup, since multi-driver races are the best! You can bump the other guys off the track. Plus, if any car takes a header, you'll see it flip through the air! There are only two gear speeds, High and Low, but an awesome Power Boost can rocket you past your competition. Each unit also features a vibrating steering wheel and seat to make you feel like you're really on the road. F1 Grand Prix Star II really lets you drive by the seat of your pants.

Tire-burning action for multiple players.

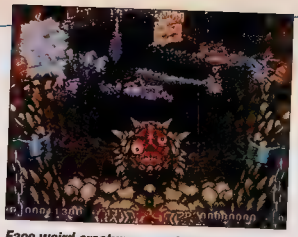
In the Hunt (Irem)

In the Hunt is an intense submarine battle game that looks wet and wild. There's no heavy-hitting story line here — sink the enemy or be sunk. A military supercomputer called the D.A.S. has blown a fuse, and now mankind's in big trouble. The D.A.S. has programmed the Human Mop-Up Missile System to begin its countdown, and the only way to stop it is to break through its protective underwater defenses.

The action occurs above and below the sea. Naturally, you're under water, but helicopters, aircraft, and various sub-chasing surface ships bombard you from above with all manner of explosives. You can counterattack with missiles and torpedoes. Don't get caught up in all the surface action, though, because enemy subs will catch you from below.

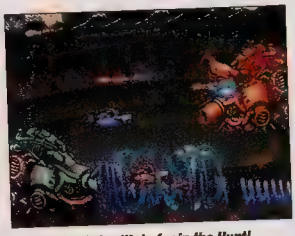
Under the sea, one skipper can go it alone, or two players can fight simultaneously. You guide your sub via a side-view, multi-scrolling game play perspective, so you can view the battle from above and below the water line simultaneously. The game's six stages send you fighting through the icy South Pole, magnificent sunken ruins, the deep sea bottom, and finally the enemy base. Each level gets progressively harder, but arcade operators can set the machine at various skill levels. No matter what the setup, you still may not be able to keep your head above water when you're In the Hunt.

The enemy attacks from above and below.



Face weird creatures, great and small.

You'll hunt unimaginable terrors.



There's no Sub-stitute for in the Hunt!

Cadillacs and Dinosaurs (Capcom)

Five hundred years ago, Columbus discovered a New World. Five hundred years from today, mankind will discover the new-yet-old world of Cadillacs and Dinosaurs, a world gone mad with giant behemoths of Earth's past coexisting with the men and women of its future. For 25 cents, you can discover Cadillacs and Dinosaurs at any time at your local arcade.

This is a standard but fun side-view, three-player action game, where you and your partners cruise around in a cool, classic '50s Caddy. When dinosaurs enter the screen, it's fossil-making time! You toss a pretty mean punch and a powerful kick, but you can find high-tech weaponry to really hurt the "terrible lizards." This game is really Final Fight meets Jurassic Park, with outlandish sci-fi style graphics. There's a cool *Cadillacs and Dinosaurs* comic around, but keep an eye out for the new CBS Saturday-morning series this fall.

Cruisin' for a bruisin'!

Dinosaurs aren't your only threat.

You draw a major crowd wherever you are.

F1 Grand Prix Star II features great background scenery.

Even the wipeouts look great.

SPECIAL FEATURE

Crime Patrol (American Laser Games)

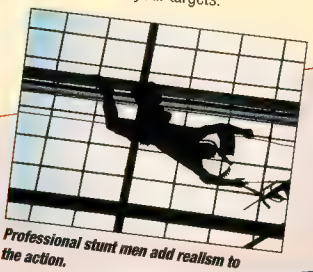
If you've spent any time in an arcade at all, you've probably tested your marksmanship with American Laser Games' live-action shooting games, i.e. Mad Dog McCree and Space Pirates. Crime Patrol is sort of a throwback to the company's origins as the Institute for Combat Arms and Tactics, which use to produce live-action video systems for police and military training.

Crime Patrol is almost like taking part in an episode of *Cops*.The first-person game play perspective places you with real-life actors playing law enforcement teams as they enter crime scenes. Scenarios include shootouts at a bank holdup, a gang fight, a crackhouse bust, a nuclear power plant takeover, and a terrorist hostage situation on an airplane and in an airport. The game play features a unique branching system that changes the action based on variable outcomes and your ability to hit your targets.

To spice up the intense shoot-em-up action, television news reporters in the game report whether you've bagged bad guys or innocent bystanders. ALC also recruited a real team of Hollywood stunt men to orchestrate some eye-popping action. These guys have showcased their work in films like *Die Hard, Terminator, and Lethal Weapon III*, so look closely for a few familiar faces. If this all sounds a little too real for you, definitely deposit your tokens elsewhere. If not, it's time to find out if Crime plays.

Crime Patrol makes shootouts personal.

Hostage situations require a sharpshooting eye.



Professional stunt men add realism to the action.

Wolfenstein VR

(Alternate World Technologies)

A virtual reality coin-op unit starring a classic PC game is about to stalk into the arcades. The VR hardware system is called the Reality Rocket by Alternate World Technologies. It's a basic sit-down unit that consists of a stereoscopic head-mounted display (HMD) and a joystick. Just slide on the HMD, and you're into virtual reality!

The game is Wolfenstein VR, which has challenged game players on various personal computer systems for years. In this World War II adventure, you play an American agent, who's trapped in a Nazi fortress. Your mission is to assassinate Adolf Hitler and stop WWII. You travel through endless fortress corridors, where you shoot it out with hordes of Nazi troopers. Hidden treasures, limited ammo, and secret passageways liven up the action.

Even if you've never played in a VR world before, this could be a good game to start with. The first-person game play perspective and the HMD make the animated action seem real as you stare over the barrel of your submachine gun. Unlike other VR systems, which feature polygon graphics, Wolfenstein uses bit-mapped pix with full-color texture mapping. It looks and feels like you're really inside a video game world.

Since VR is a totally new concept to most arcade operators, it may take a while for Wolfenstein VR to blow into your city. If it does, plan to play immediately. The line to put a hit on Hitler could form quickly.

Reality Rocket rockets you into VR.

Nail a Nazi!

Slam Masters Contest Alert!

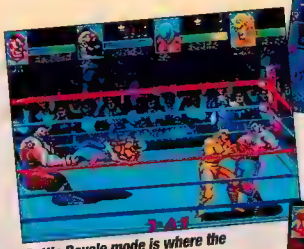
The Capcom Slam Masters Grand Battle Royale Tournament

Get ready to ruuuumble! Capcom's planning a national Slam Masters slam fest!

GamePro covered this wild wrestling coin-op two issues back (see Hot at the Arcades, June '93). It's a great-looking tournament-fighting game, with moves that share some joystick techniques with Street Fighter II. You choose a champion from a stable of 10 wrestlers (including Mayor Mike Haggar of Final Fight fame). Each character has a unique personality to go along with one-of-a-kind moves. Of course, SM's no SFII, but the game will keep you loose until it's your turn at Street Fighter.

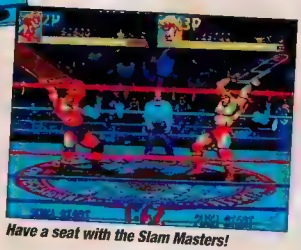
If you aren't living the arcade life as a Slam Master, get it on now. Any arcade with a dual-monitor Slam Masters unit automatically becomes an official tournament site. Tournament rules call for two-player teams to face each other in the game's Battle Royale mode. Local-level Slam Master matches will take place from August 28 to September 6. Local champs will be invited to Regional Finals, which will all be held September 25-26. Regional Finals' sites will depend on the locations of local contests. If your team emerges victorious from the Regionals, Capcom will fly you to San Diego, CA, for the Slam Masters Grand Battle Royale Finale on October 9-10. IMPORTANT NOTE: Practice! If your team wins at least one round at any level, you qualify for a drawing to travel to the Finale as a wild card team! Look for more tourney info in the next issue of *GamePro*, or contact Capcom U.S.A. at 408/727-0400.

Better polish your two-player technique.



Battle Royale mode is where the contest action is at!

Your target: Adolf Hitler!



Have a seat with the Slam Masters!

Find Iron Crosses to uncover hidden passages.

Here's a new reality for World War II.

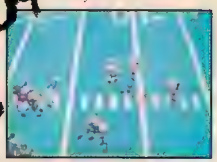
YOU'VE ALWAYS DREAMED OF PLAYING IN THE NFL.

Wake up and smell the locker room. Konami has sealed your multi-million dollar contract with NFL™ Football for the Super NES®.

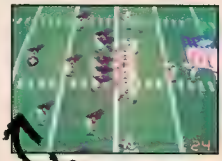
High step with the best when you run with the pros.

Find yourself in an arena of giant hulksters running, stiff arming, spinning, bursting, diving and basically trying to rip each other's heads off. In the heat of battle, a fumble could lead to a 60 yard TD run. The running game here is second to none. You can also gain yardage with intricate and challenging passing plays. Master each move with the precision of a pro whether you decide to go Across the Middle in heavy traffic or run a Post Pattern long.

Stop runaway freight trains with your bare hands.

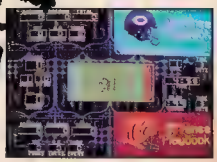


Commanding the action takes all six buttons on the Super NES controller. Use them to harness the power of these speeding walls of steel. Each athlete moves with smooth accuracy digitized from actual human movement. So with great agility they will carve a tunnel in your torso.



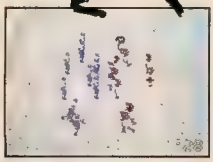
Mode 7. More exposure than the swimsuit issue.

You'll have plenty of camera exposure in the only football game to fully harness the Mode 7 power of your Super NES. The radar Mode 7 coverage zooms in at just the right moment so you don't miss a single bone-crushing play. Not your run-of-the-mill cheap visual thrill.



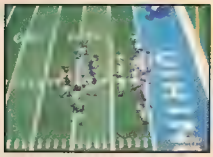
Fly with official NFL teams and colors.

You own all 28 pro teams armored with their official team colors. Play in the authentic stadiums where the gridiron greats battle. Go from the artificial turf and glaring lights of the Dome to the frozen tundra of Cleveland outdoors. Snow and mud get worse as the game goes on till you're wishing stickem was legal again.



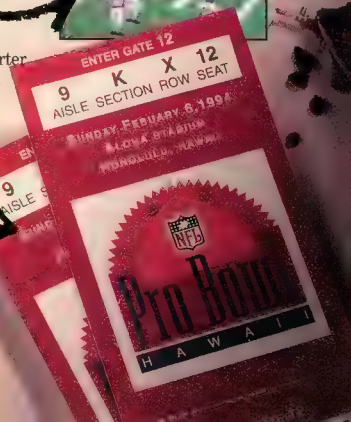
You make the call.

Grab the controls, make it happen. Execute your strategy using two playbooks - one standard NFL, the other geared to each team's trademarks. The exclusive Artificial Intelligence feature helps determine the most devastating course of action depending on field position, down, yards-to-go, time remaining, quarter and score. Call your audibles and show the opposition how it goes. Stick a fork in 'em, they're done!



SCORE BIG OR STAY HOME.

Win a trip for 2 to Pro Bowl '94 in Hawaii! Check the September, 1993, Vol. 52 issue of Nintendo Power magazine for the password that gets you into the special contest level. See game package for details.



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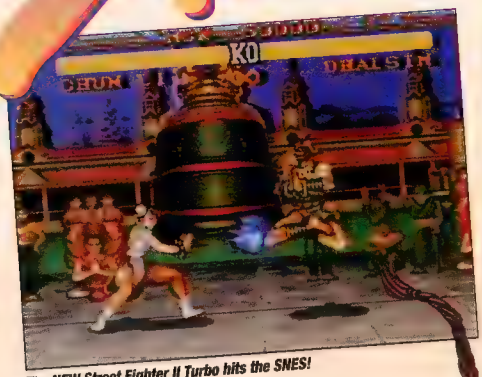
STREET FIGHTER II TURBO!



The NEW Street Fighter II Turbo hits the SNES!

By Slasher Quan

(Special thanks to Eric Suzuki from Capcom USA!)

July marks the first anniversary of the award-winning Street Fighter II release. For its publisher, Capcom, there's only one way to celebrate: SHOW 'EM WHO'S BOSS! Balrog laces on his bloodstained gloves. Vega sharpens his claw and hides his "gorgeous" face behind a mask. Sagat stretches out his lengthy limbs. M. Bison dons his cape, and Capcom finally unveils Street Fighter II Turbo for the Super NES!

Overall, Turbo satisfies an SF II fan's "wish list" with awesome new features, such as the ability to play as the bosses, adjustable speed settings, enhanced sound, and almost all the moves found in the arcade game. You can even choose to play Turbo or Champion Edition!

Save Your Tokens

SF II Turbo brings home a near-perfect version of the coin-gobbler, Turbo Street Fighter II: Champion Edition Hyper Fighting. Like the original Street Fighter II (see ProReview, August '92), Turbo is a head-to-

Super NES Game ProFile
Street Fighter II Turbo
(By Capcom)

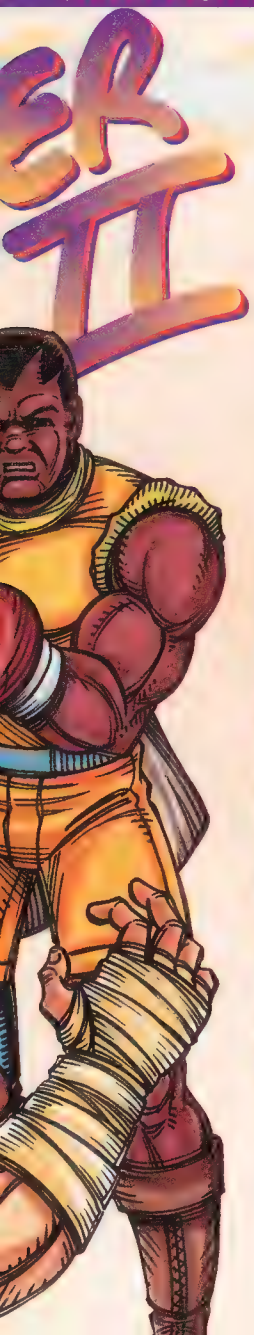
At a landmark 20 megs, Street Fighter II Turbo is like a "Director's Cut" of the original edition. Combine selectable speed settings, the ability to play as all 12 characters, and improved audio with Turbo and Champion Edition moves, and you've got the best SNES fighting game ever, hands-down!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ.
				Adjustable

Price unavailable
20 megs
Available July

Beat-em-up
Two players

TURBO!



head fighting game for one or two players. You can battle in a single-elimination tournament against the computer, or you can take on a friend.

The most noticeable improvement over the standard SF II is your ability to play as any of the 12 martial artists, including the bosses. (In the original, you could only choose among the eight main fighters.) Additionally, you can now play a character against himself or herself without having to enter a secret code. The two-player Versus mode is unchanged.

Street Fighter II Turbo is here, and you can play as the bosses!

A Street Fighter II-in-1?

Since it includes the option to swap between Champion Edition mode and Turbo mode, SF II Turbo may be billed as "two-games-in-one." It's not. The differences between the two versions are minimal, so think of this feature as a "switch" that can be turned on or off to suit your tastes. Some people like CE mode because Turbo has too many moves, while others prefer Turbo because it tends to be faster and more challenging. Both versions feature the same tight, precise controls found on the original SF II. You can even use classic SF II joysticks, such as the Capcom Fighter Power Stick.

You can select Turbo rules or Normal (Champion Edition) rules. Different strokes for different folks.

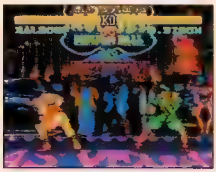
Pick a Fight, Any Fight

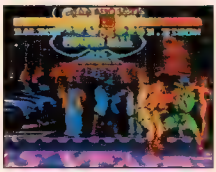
Whether you choose to play Champion Edition or Turbo, the graphics and sounds are the same. The only differences are the number of moves per character and their clothing colors.

Champion Edition mode is an excellent rendition of the coin-op classic. Each character gets one to two new or improved moves, such as Chun Li's Chest Flip Kick, Guile's double-hit Flash Kick, and Sagat's Throw. Since CE mode is based on Japan's Champion Edition arcade machine, there are a few extra surprises. Balrog can wipe out half of an opponent's lifeline with the Final Punch, a move that didn't appear until the Turbo arcade machine was released in the U.S.

CE mode only comes up short when it comes to Re-Dizzy Combos, which are combination attacks that daze opponents twice in a row. In the arcade Champion Edition, M. Bison and Balrog had Re-Dizzy Combos up their sleeves, but they've been left on the cutting room floor for this version.

Turbo mode shadows its coin-op counterpart by offering one new move for the eight weakest characters. For example, Chun Li gets a Fireball, Dhalsim can Disappear, and E. Honda has a Super Sumo Press. Turbo mode also emulates the arcade game with five selectable speed settings. At top speed, it's a tad faster than the Turbo coin-op – and no slowdown!





Champion Edition mode includes Balrog's Final Punch, a move absent from North America's CE arcade game.

PROTIP: Complicated moves, such as Sagat's Tiger Uppercut, are easier to execute with Turbo mode's faster speed settings.

Fight to the Top

In either mode, the one-player tournament is more fun and more challenging than ever. You can now fight against all 12 opponents, including a clone of your own character. The barrel-breaking bonus stage rejoins the car and wall bonus stages, but the drums stage is still on hiatus. You even get the endings from the arcade game.

The barrel bonus stage is back! One out of two's not bad.

The end sequences are converted from the coin-op to the SNES.

While the computer opponent's artificial intelligence has increased, it's still no genius. The CPU now uses more "cheap" attacks to frustrate you. It will even throw a few multi-hit combinations, but you can exploit holes in the AI with counterattack patterns. You still pick from eight levels of challenge, and M. Bison's a real muther fud-drucker on Level 8!

PROTIP: While the CPU is now smart enough to try "cheap combos," such as Zangief's Spinning Pile Driver combination...

...it's still too gullible to avoid well-crafted traps. As Ryu or Ken, throw a Jab Dragon Punch to sucker Guile into using his Flash Kick, then nail him with a Fierce Dragon.

Graphics: A Touch-up Job

Street Fighter II's already awesome visuals get a minor cosmetic facelift in the Turbo edition, but remain essentially the same as the regular SNES version's. All the backgrounds are now recolored to match the arcade game's scenery. For example, the sunset behind Ryu's dojo has darkened to nightfall.

SF II Turbo features recolored backgrounds and new clothing colors for Turbo mode (top) and CE mode (bottom).

A handful of minor moves and animation frames that were missing from the last SNES version have been replaced, such as E. Honda's Knee Bash and Zangief's Boston Crab. Most characters get new facial portraits, too. Some details from the arcade versions are still missing, though, such as the extra elephants in India. The sprites are also still a tad smaller than the arcade game's.

Check out the new facial portraits not found in the original SNES version!

Hearing Double

SF II Turbo sounds like a winner. Sound effects and voices dropped from its predecessor have been replaced, such as the announcer's "You win" and "Perfect." The audio is now in true stereo, which means you can hear Ryu shout "Ha-do-ken" and Ken scream "Sho-ryu-ken" from separate speakers – *at the same time!* Crowd noise, a new effect not found in the coin-op, has been added, but it's nothing to shout about.

Worth the Price of Admission?

Despite minor quibbles with the AI of the computer, the repetitive crowd-noise effect, and the removal of Re-Dizzy Combos from CE mode, SF II Turbo is worth every penny for its boss and speed features alone. At 20 megs, expect street prices to top $80, but this cart is a must-have masterpiece!

NEW MOVES!

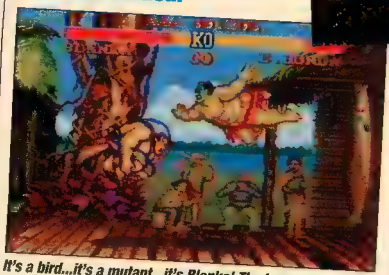
CHUN LI

All Fired Up and No Place to Throw

Chun Li's all fired up now that she wields a slow, but effective Fireball! This move finally puts her in the big leagues. In the past, she was no match against characters like Ryu and Ken, who could trap her with Fireball/Dragon Punch patterns.

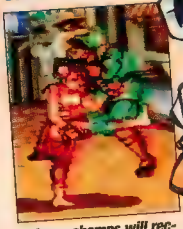
BLANKA

Let's Get Vertical



It's a bird...it's a mutant...it's Blanka! The beast from Brazil knows no bounds now that he can catch air with his new Vertical Rolling Attack.

Chest Flip Kick



Coin-op champs will recognize Chun Li's Chest Flip Kick, a great hit-and-jump move.

Psych!

Attacks like the regular Rolling Attack and Electricity are pumped up in SF II Turbo. Blanka can now come to a dead stop in mid-roll.

These sudden stops will often psych-out opponents. Ryu will be tricked into using his Dragon Punch.

When Ryu lands, Blanka can shock him with faster Electricity. Killer kilowatts!

Snap! Crackle! Pop!

Excuse Chun Li while she kisses the sky, then plants a real smacker on your head with her Flipping Neck Breaker.

Hellish-Copter Kick

No longer is Chun Li's Whirlwind Kick a total loss. She can increase her height to pass over Fireballs, or start the move in midair after bouncing off a wall!

DHALSIM

E. HONDA

Now Landing, Gate 6

Edmond Honda makes some waves with his Sumo Smash. This new version of the Head Butt can fly over projectile attacks.

Now You See Me...

While this disappearing move was an unintended "glitch" in the original SF II arcade game, it became so popular that Capcom programmed the Yoga Teleport into the Turbo version! When Dhalsim goes into his meditation stance, he's invincible to all attacks. Then, he flashes off the screen and reappears in a different location!

Spears and Torpedoes

Dhalsim can pull off his Spear and Torpedo moves any time during his jumps, which makes his moves all the better to skewer you with.

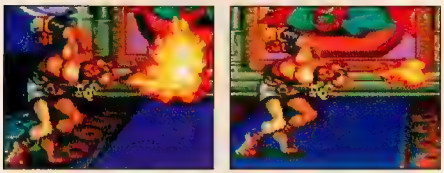
Slapping with the Enemy

Honda slaps opponents silly with his improved Moving Hundred-Hand Slap.

Did You Knee'd Me?

Nope, this isn't a fake screen from the arcade game. It's Honda's Knee Bash, which was missing from the original SNES cart.

Come On, Baby, Light My Fire



Classic moves: Dhalsim's Yoga Flame and Yoga Fire heat it up.

A Head of Steam

Honda's regular Head Butt is faster than ever.

GUILE

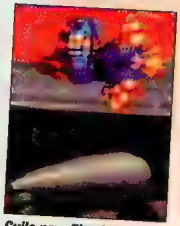
Flash Dance

Guile's Roundhouse Flash Kick is more potent than ever! He can now hit opponents twice.

In Guile We Trust

Guile takes on all with his Knee Thrust move, straight from the CE arcade game.

Guile Flips Out



Guile now flips in the air, just like he did in the coin-op. Although this is NOT a new move, it's cool to look at.

Flash Kick: The Sequel

Here's another shot of Guile's Flash Kick. Notice the two consecutive hits.

ZANGIEF

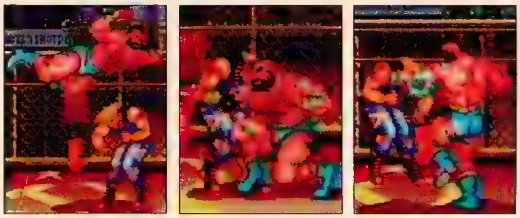
Spin Low, Sweet Zangief

Zangief's Spinning Clothesline can now be executed while moving! Also, he has a new, faster Turbo Clothesline, which prevents him from being hit below the belt.

Cracked Crab

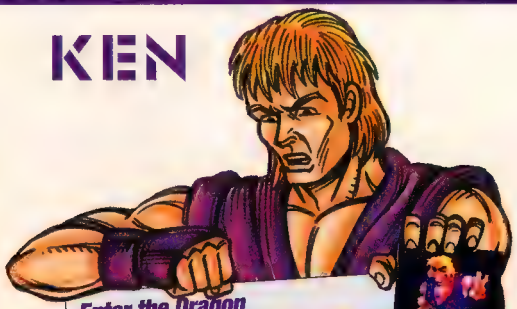
While it's no major addition to his arsenal, Zangief's Boston Crab Throw is back in action.

Mucho Macho Combos



There are plenty of new Zangief combos in the Turbo version.

KEN



Enter the Dragon

Reckless Ken gets dangerous with his new Fierce Dragon Punch, which arcs out wider than ever! Yes, he can even do his fabled four-hit.

Hurricane for Higher

Like Ryu, Ken can execute the Hurricane in midair.

Hurricane and Ryu

Ken's Hurricane travels faster than Ryu's, but does less damage and doesn't knock opponents down in one hit.

Combos Mambo

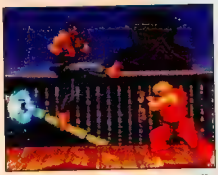
Ken and Ryu can both bust some truly awesome combos, new and old.

RYU

Air Ryu

Ryu builds on his powers learned from Master Sheng Long. He now has totally mastered the Hurricane Kick. He can do this move at any point during his jump!

Invulnerable Hurricane



Ryu becomes immune to Fireballs if he executes the Hurricane at the right moment. It also knocks down enemies in one hit.

Fireball Frenzy

Now Ryu can win any fire fight with his faster Fireball.

Whip Up a Hurricane Two-in-One

Ryu satiates combo-hungry players with his new, midair Hurricane two-in-ones. Both punches and kicks work...experiment!

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BOSSES

BALROG

Punch Drunk

In either the Turbo or the CE mode, Balrog can clip an opponent's energy meter in half with his mysterious Final Punch. Time is of the essence!

Turn and Burn

Balrog's also got the Turn Punch, a weaker version of the Final Punch.

Butt Heads

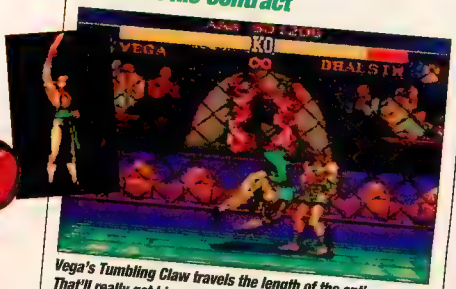
It's illegal in boxing, but there are no rules against Head Butts in SF II Turbo!

Run and Hit

Balrog can run across the length of the screen to deck foes with his trusty Dashing Punch and Dashing Uppercut.

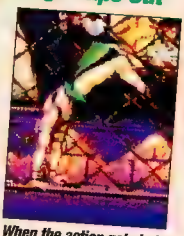
VEGA

Claws in his Contract



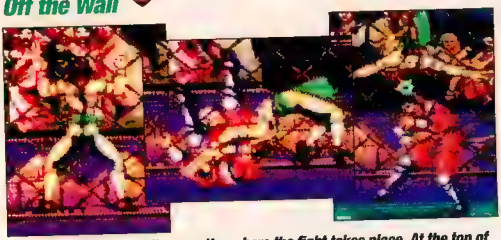
Vega's Tumbling Claw travels the length of the entire screen! That'll really get his point across.

Vega Flips Out



When the action gets hot and hairy, Vega's trusty Backflip takes him out of danger. Notice how the controls to this move vary between Turbo mode and CE mode.

Off the Wall

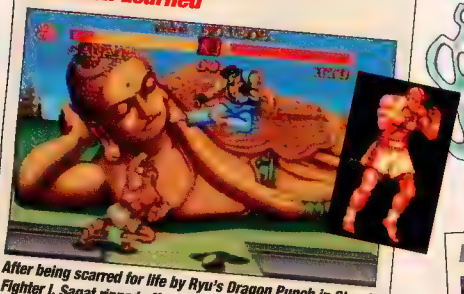


Vega can climb the wall, no matter where the fight takes place. At the top of his jump, he can grab the side of the screen (or the fence in Spain). Then, he can use a midair suplex or a Swan Dive claw swoop.

SAGAT

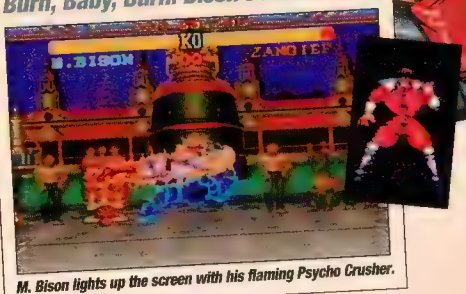
M. BISON

A Lesson Learned



After being scarred for life by Ryu's Dragon Punch in Street Fighter I, Sagat ripped off this technique for himself. It's not an exact copy, because he's vulnerable at the high and low points of the Tiger Uppercut.

Burn, Baby, Burn: Bison's Inferno



M. Bison lights up the screen with his flaming Psycho Crusher.

On Your Knees

Sagat's Tiger Knee is one of the arcade game's most mysterious and deadly moves. It's so mysterious, the computer doesn't even know how to use it!

Thrown in for Good Measure

In case you didn't know, Sagat has a Throw.

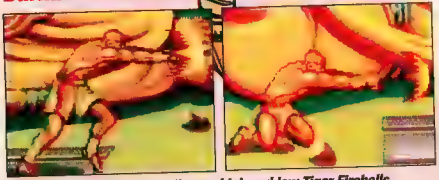
Chop 'Til You Drop

Bison whacks off a chunk of energy with his Scissor Knee, which hits twice almost every time.

The New Skid on the Block

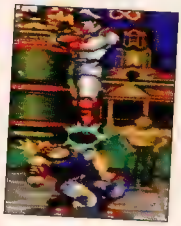
Bison's often unexpected and usually fatal Foot Slide hits like a charm.

Burnin' Down the House



The heat is on when Sagat throws high and low Tiger Fireballs.

Heads Ache



Bison flies through the air and beans opponents with his Head Stomp. He follows up with a flying punch on his way down.

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BRET "HIT MAN" HART™

SHAWN MICHAELS™

MACHO MAN RANDY SAVAGE™

THE NARCISSIST LEX LUGER™

MILLION DOLLAR MAN TED DIBIASE™

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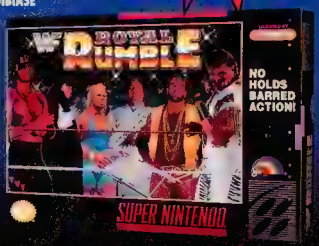

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CES SHOWSTOPPERS

SPECIAL FEATURE

The Best Games of the 1993 Summer Consumer Electronics Show

The video game industry strutted its best stuff during the Consumer Electronics Show (CES) held this past June in Chicago. Gamers can look forward to a bumper crop of cool games due out later this year and early '94. Here's a look at some of the hot stuff from CES.

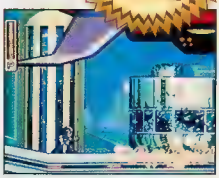
Mega Man X

(Super NES)

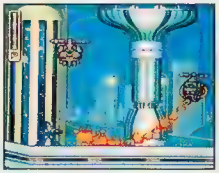
NES-to-SNES converts have felt something missing from their 16-bit systems, but they couldn't quite put their fingers on it. Mario, the Turtles, and Link are all there, but somehow it just wasn't the same.

Fret no more, gamers, 'cuz Mega Man's here! Mega Man X is the 16-bit debut of the Megameister. Don't expect Dr. Wily, Dr. Light, or even Mega Man's pooch pal, Rush. This title will be an entirely new MM adventure game. For the moment, Capcom's got a cap on the story line, but the preliminary cart looks mega-marvelous! NES die-hards shouldn't fret , either. This series will continue on the NES and Game Boy.

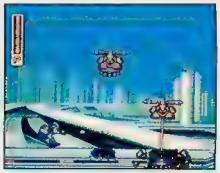
(SNES, Available December)



It's plane to see, Mega Man has his hands full.



If you can't stand the heat, stay out of the kvetching.



The freeway destruction crew goes after the Man in blue.

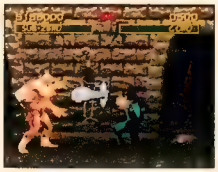
Mortal Kombat

(Genesis, Super NES, Game Boy, Game Gear)

Not since Street Fighter II has an arcade fighting game garnered such a brutal reputation or warranted such a cry for home system conversions as Mortal Kombat by Acclaim. Fear not, Kombateers, Acclaim's Mortal Kombat will debut simultaneously in September on the Genesis, the SNES, the Game Boy, and the Game Gear. This massive fighting cart will feature all your favorite fighting characters, most of your favorite moves, and much of the game play and atmosphere found in the arcade version. The bad news is that several of the popular Fatality Moves, such as Sub-Zero's spine pull, will be altered in the SNES version. Additionally, sweat will replace blood in the SNES cart. The Genesis edition, however, will include all the blood and Fatalities, but only if you enter a secret code accessing the "Arcade Mode." Look to our September issue for the complete lowdown.

(All versions available Sept.13, '93)

In the Genesis, Raiden's Torpedo makes M. Bison look like a buffalo.



Goro proves he's a handy man in the SNES version.

Sonya looks just as good on the Game Gear.

Liu Kang's Flying Kick is just as impressive on the Game Boy's smaller screen.

Some girls like diamond rings, but Sonya likes hers electrified.

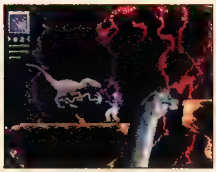
Raiden has got some killing Genesis kilowatts for you.

CES SHOWSTOPPERS

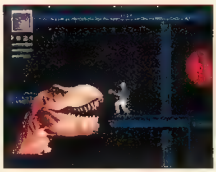
JURASSIC PARK

(Genesis, Super NES, Sega CD, NES, Game Boy, Game Gear)
You're a real fossil if you haven't visited Jurassic Park yet. This summer's movie smash is about to make a big-time video game splash with versions being released for almost every video game system and for 3DO. Sega's got Genesis, Sega CD, and Game Gear versions online, while Ocean's producing JP for the SNES, the NES, and the Game Boy.

Dangerous dinosaur action and great graphic game play will attract more people to these carts than to the fictitious dino-theme park that the game's based on. The visuals on the Sega CD version have to be seen to be believed. If prehistoric partying is your gig, then you'll want to spend some time at this Park.
(Genesis, NES, and Game Boy available Summer '93. SNES and Sega CD available Fall '93)

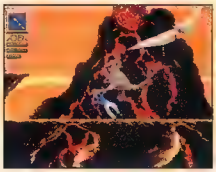


In the Genesis version, you've gotta keep moving if you don't want to become fossilized!



Awesome Genesis graphics will keep the action alive!

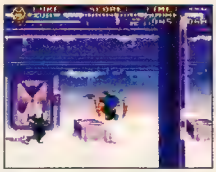
Do you get the feeling you're outnumbered in the NES Jurassic Park?



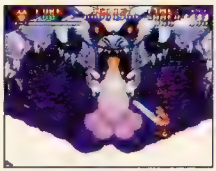
Leapin' Lizards! Keep your head up in this park!

SUPER EMPIRE STRIKES BACK

(Super NES)
The Super Star Wars saga continues. JVC/LucasArts will introduce another SNES blockbuster in the form of Super Empire Strikes Back. SESB will continue where SSW left off. In this fantastic-looking cart, Luke and the gang will repeat their movie-inspired adventure on the ice planet Hoth, the Dagobah System (Yoda's 'hood), and the cloud city of Bespin. Also expect a Lightsaber showdown with Darth Vader, a Snow Speeder stage, great digitized graphics, stunning sound, and the best game play LucasArts can muster. You'll also be able to utilize the Force powers, such as levitation and invincibility, to aid in saving the Rebel Alliance.
(Available December)

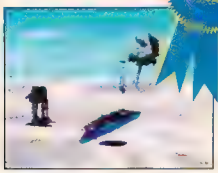


These Snow Troopers would love to put the chili on Han.



Lettin' loose with the Lightsaber.

Hot action and cool scenery abound as Luke and his Tauntaun survey the bleak landscape of Hoth.



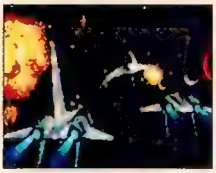
Even though you'll want to stop and admire the graphics, you'll quickly soar through the Snow Speeder stage.

CES SHOWSTOPPERS

Stellar Fire

SPECIAL FEATURE

(Sega CD)
Dazzling 3D graphics, electrifying music, and sizzling action make this first-person-perspective shooter one of the season's most eagerly anticipated games. Stellar Fire is based on Stellar 7, Dynamix's popular PC outer space shooter. In Stellar Fire, you lead a squadron of Stellar Force space fighters into battle against the evil Draxon armada, which is out to destroy the Earth. Unfortunately for them, though, you've decided to take the fight to their home planet, Arctura. On six Arcturan moons with treacherous landscapes, you must annihilate the Interplanetary Defense systems while you track your prey, evade deadly obstacles, and dodge intense fire from Draxon defense ships.
(Available September)

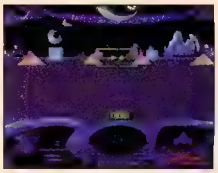


Stellar Fire features stunning graphics and special effects.

Every Arcturan moon hides a deadly defense system.

You fight and fly against the best Draxon pilots.

First-person flying takes you down to each moon's surface, where you can hunt the enemy.



The action's hot in Stellar Fire!

Lethal Enforcers

(Sega CD)
Konami's popular action arcade game becomes the company's first Sega CD. As in the coin-op version, Lethal Enforcers will feature a first-person perspective and live footage of actors playing the bad guys. One or two players become pistol-packing detectives, who square off in the worst parts of town in intense gun battles against tough criminals. Deadly ninja attacks, hostage situations, bank robberies, airline hijackings, and high-speed auto chases test your shooting eye as you progress through the ranks of the police force, from patrolman to top commander. Look for this game to be packaged with an original "gun" accessory as Konami strives to deliver a game with true arcade feel.
(Available Fall '93)

Be quick on the draw. The bad guys don't hold back.

Defusing an airline hijacking requires precise shooting.

Bullets aren't the only things you have to look out for.

CES SHOWS TOPPERS

STAR TREK: The Next Generation

(SNES, Genesis, Sega CD)
Star Trek: The Next Generation has high standards to live up to, but Spectrum Holobyte plans to keep them. The game's story line, which spans space and time, involves a legendary galaxy-smashing device suddenly appearing in Federation Space.

To solve the far-reaching mystery, you'll use three types of game play perspectives: a first-person "captain's" view, a 3/4-overhead perspective for Away Team missions, and an overhead view for outer space battles. In keeping with the theme of the TV show, violence will always be a last resort. However, should you need to use force, you'll have the Federation's best technology at your command by controlling all of the *Enterprise*'s operations, from Engineering to Transporter Room functions. Trekkers will also be able to play the seven principal characters from the TV show – Piccard, Troi, Worf, etc. If you don't know the Trek stars by now, maybe you will soon!
(Available Third Quarter '93)

Seek out new life.

Violence is a last resort.

A Trekker treat: digitized graphics.

You're at the helm!

Boldly go...

Top Gear 2

(SNES)
One of the best auto racing games around for the SNES is back on the road. Top Gear 2 looks like it will pick up where the original left off with even more international racing action. Top Gear's great behind-the-car driving perspective looks better than ever. In two-driver matches, top-notch graphics present a snazzy split-screen view, but this cart promises more than good looks. This time you can supe up your car after a race... uhhh...that is, if you end up in the money. You had better beef up your driving skills, because you'll need the extra gear to beat new challenges, such as fog and night racing. Don't leave the driving to us, though, prepare to get into Top Gear 2.
(Available September)

Top Gear 2 revs up the action again!

The fog presents an added challenge.

The world is your raceway.

This time, you earn cash to modify your car.

You'll only see headlights in Top Gear's night racing.

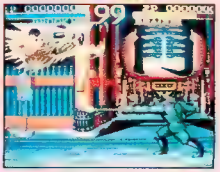
CES SHOWSTOPPERS

SPECIAL FEATURE

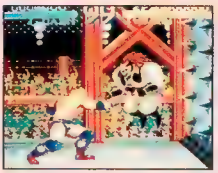
WORLD HEROES

(Super NES)
Utilizing a full 16 megs of memory, World Heroes for the SNES should be a virtual carbon copy of the Neo•Geo original. One or two players duke it out against eight characters, including Brokken (a 21st-century bionic man), Janne (a prehistoric woman warrior), and Hanzou and Fuuma (the Ryu and Ken of the World Heroes world). Unlike its coin-op, you get the added advantage of playing characters against themselves. Special techniques galore, in the tradition of SF II, will please even the most critical fighting fanatic. An optional Death Match mode adds extra deadly elements to the fight, such as an electrified fence. If you make it to the Belt, you'll fight your final battle against the Unknown Warrior. *(Available Fall '93)*

Talk about a splitting leg-ache!



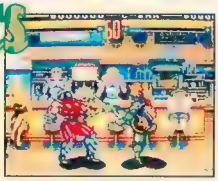
Brokken's armed for battle.

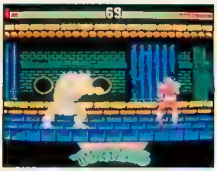

Impale yourself in the Death Match.

There's a whole lotta punchin' goin' on.

Teenage Mutant Ninja Turtles: Tournament Fighters

(Genesis, Super NES, NES)
The heroes in a half-shell are back and better than ever in three new tournament-style combat games by Konami. The SNES version will present a shell-kicking fighting frenzy as players try to become the toughest Turtles ever. Naturally, each Turtle will have his own unique moves. For the Genesis, the fighting takes place in another dimension as the Turtles battle through strange worlds, such as Michaelangelo's Fantasy World and Donatello's Futuristic City. Turtle fans can also step up to Shredder's challenge in the NES version, where they can fight as seven characters, including Casey Jones and the Shred-head himself. *(Available First Quarter '94)*


Shredder gets in on the action, too.


You can also play Shredder in an NES Tournament Fight.

This SNES Tourney's for tough Turtles!

Michaelangelo fights Michaelangelo...

...or Shredder fights Shredder in Turtles on the SNES.

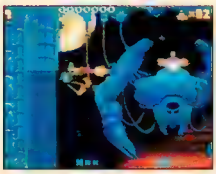
CES SHOWSTOPPERS

Daffy Duck The Marvin Missions

(Super NES)

Recently popularized by a series of hiphop Michael Jordan Nike ads, Marvin the Martian is a little-known Warner character about to go big time, SNES-style. Based on the cartoon "Duck Dodger in the 24 1/2 Century," the cart features the fearless Daffy in his quest to capture his pint-size nemesis, Marvin, in five spaced-out levels. Daffy wields an ice gun, a slow-mo zapper, a time warper, and mines. Over-eager Lieutenant Porky Pig accompanies Daffy on his mission.

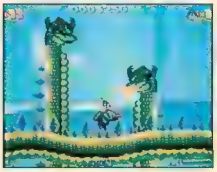
(Available September)



The Fat Lady sings again!

Daffy shoots, Sunsoft scores!

Desperately seeking Marvin.



Nostril flares can be a pain in the duck.

RABBIT RAMPAGE

(Super NES)

What's up, Doc? The buck-toothed, harebrained purveyor of animated slapstick, Bugs Bunny, joins other Warner Bros. Looney Tunes stars in his own SNES game by Sunsoft! Rabbit Rampage is a 12-meg cart modeled after two classic Bugs episodes, "Rabbit Rampage" and "Duck Amok." In this game, Bugs is beleaguered by long-time nemesis, Daffy Duck. The Daffster has taken a few animation classes, and now he's painting the picture for each level in the game. His hand swoops out of the foreground and brushes up new surroundings and antagonists, which both succeed in driving Bugs daffy.

(Available December)

This game's a real pie-in-the-face!

Hey, I call the shots around here!

A hop, skip, and a blowup.

"Ya shot me, Doc. I'm dyin'... dyin'...."

CES SHOWSTOPPERS

ALADDIN

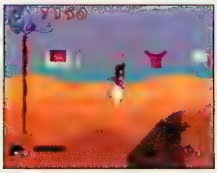
(Genesis)

You ain't never seen a game like this! For the first time in history, Disney film animators created all the original animation for a video game, and the results are a whole new world for video game graphics. This 16-meg cart takes Aladdin on a perilous sword-swinging journey to rescue Princess Jasmine. Scenes from the movie, like the bazaar in Agrabah and Aladdin's thrilling magic carpet ride, are brought to life with touches of humor and wonderment. The Academy Award-winning music is straight from the film, including "A Whole New World," and "A Friend Like Me." The game is being developed and programmed by Virgin Games, Sega and Disney. *(Available September)*

Aladdin catches one of Jafar's henchmen with his pants down.

The swordplay heats up in Jafar's dungeon.

The animation's good enough to frame.



Aladdin climbs hand-over-hand across a clothesline.

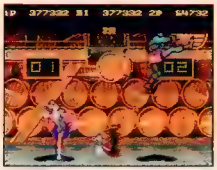
Magic carpets swoosh Aladdin high above Agrabah.

Street Fighter II: Special Champion Edition

(Genesis)

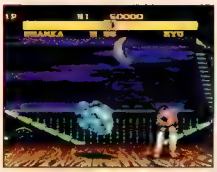
Capcom broke the big news at CES, and Genesis fans everywhere can dance in the streets: SF II for the Genesis will feature all the moves and action found in the Turbo arcade game! Officially dubbed Street Fighter II: Special Champion Edition, this monstrous 24-meg cart should include Chun Li's Fireball, Dhalsim's Yoga Teleport, the new clothing colors, and all the other goodies from the coin-op. You should be able to play either Champion Edition mode or Turbo mode, just like in the SNES version. As a "Special" treat, Capcom also plans to add an all-new Tournament mode to let you and a gang of friends fight it out and prove who's the best World Warrior. *(Available October)*

The version at CES was very preliminary, and only Ryu and Dhalsim were up and fighting.



Here's the Barrel Bonus Round that's not found in SFII for the SNES.

All 12 World Warriors will be included in SF II: Special Champion Edition!



Capcom is touching up the graphics in the Genesis version to look better than the early version we previewed in June. Notice how the status bar overlaps the game's background, instead of resting on a black strip.

CES SHOWSTOPPERS

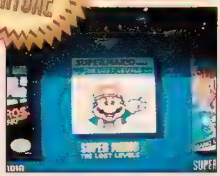
Super Mario All-Stars

SPECIAL FEATURE

(Super NES)
Four familiar faces stole the show at Nintendo's booth. Super Mario All-Stars packs four classic NES Mario games into one 16-meg SNES cart. Each game features game play identical to the original 8-bit version, but with spruced-up multi-scrolling backgrounds, better character graphics, and enhanced music and sound effects. Super Mario Bros. 1, 2, and 3 should be old hat for 8-bit enthusiasts everywhere, but Super Mario Bros.: The Lost Levels is a classic from Japan that hasn't appeared in the U.S. until now.
(Available August)

Remember this classic scene from SMB 1, Level 1-2?

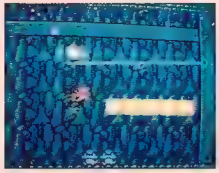
SMB 3 looks better than ever on the SNES.



The game select screen uses digitized pix of the original boxes.

In SMB 2, you can play as Mario, Luigi, Toad, or Princess.

All the Mario stars appear.



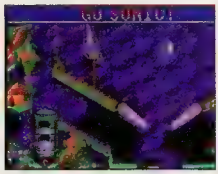
Someone finally found the fabled Lost Levels.

Sonic Spinball

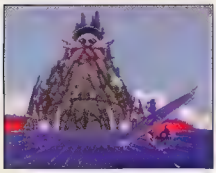
Sonic Mania

Sonic Chaos

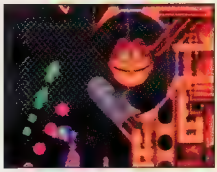
(Genesis)
Billed as "The Ultimate Spin-off," Sonic Spinball launches the hedgehog into an eye-blurring, wickedly fast pinball game *à la* the Casino Night Zone from Sonic 2. This little 8-meg gem should be a great tide-me-over until Sonic 3 or Sonic CD is announced, both of which made like Dhalsim and disappeared from the CES product lineup.
(Available November)



The Super Sonic Spin Attack

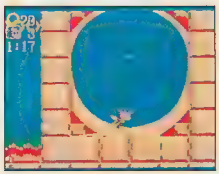


In a cool animated sequence, Sonic rides his ultralight plane to the Veg-O Fortress.



Perilous pitfalls give Sonic the jitters.

(Game Gear)
Dr. Robotnik goes chaotic and steals the Red Chaos Emerald, but Sonic's hot on his trail in Sonic Chaos. You can play as Sonic or Tails in this side-scrolling adventure that expounds upon Sonics 1 and 2. The all-new power-ups include Rocket Shoes and a Pogo Stick.
(Available November)



Tails is so fast that his feet leave the ground!

Sonic Chaos for the Game Gear

Monitors contain more hidden power-ups than ever.

CES QUICK HITS

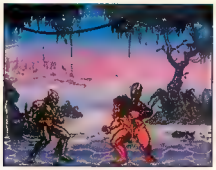
Summer CES '93 showcased its best crop of video games ever! Here are a few more sneak peeks.

GENESIS

Dune II: The Battle for Arrakis (Virgin)

Inspired by the best-selling sci-fi book of all time, Dune II is a simulation/strategy game that takes resource management to new heights. Secure the future of your planet by overcoming adversaries and by building up your military prowess, political security, and mining monopolies. Easy-to-master game play and digitized speech and sound help to liven up the challenge.
(Available Fall '93)

Eternal Champions (Sega)



With 24 megs of fighting action, Eternal Champions will be one of the top games using the new six-button controller and the Activator. Eleven combatants showcase over 35 different martial arts moves as they compete in one- or two-player matches. A Slow Motion Replay feature, different difficulty levels, a Training Mode, and a Speed Mode will enhance the action.
(Available November)

General Chaos (Electronic Arts)

The General leads Moronica against General Havoc and Viceria in this new one- or two-player war game. Start in Boot Camp, choose a Squad of gunners, bazooka launchers, and bombers, then fight your way through three full-scale military campaigns. Hand-to-hand combat skills, planning, determination, and sheer luck will decide the outcome.
(Available September)

The Incredible Hulk (U.S. Gold)

The incredible hero comes to incredible life in this side-scrolling beat-em-up. As the Hulkster, you leap from level to level, duking it out with robots and other bad guys. Extremely realistic graphics make this game a winner. (The large sprites have detailed musculature and moves that have the same fluid grace seen in Flashback).
(Available Fourth Quarter '93)

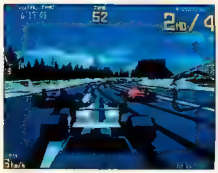
Jungle Book (Virgin)

Now you can hang in the jungle 'hood with Mowgli, Baloo, and King Louie. This great-looking Virgin title sports some of the best sprite movement seen in a Disney game. You'll swing through the trees, trampoline on top of snakes, and push blocks against Jungle Book villains in classic settings from the Disney film.
(Available March '94)

Robocop Versus the Terminator (Virgin)

Based on the chilling Dark Horse Comics' stories, this 16-meg side-scrolling action adventure puts you in charge of Delta City's baddest cop. Encased in metal and intent on revenge, you'll eventually battle the silver screen's other bad-boy 'borg, the Terminator.
(Available Winter '93)

Virtua Racing (Sega)



The arcades' hottest driving game is coming to the Genesis. Incredible speed and polygon graphics will set new standards for home racing games. Among the highlights are multiple Formula One racing courses, a choice of scenic roadways, on-screen stats, and tight control.
(Available December)

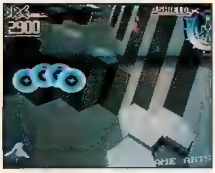
SEGA CD

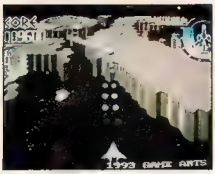
Rebel Assault (JVC)

This action-packed Star Wars spin-off features some of the fastest flying sequences found in any CD title to date. Rebel Assault makes Sewer Shark look like a guppy. Steer your fighter through exotic Lucas locales, such as the canyons of Tatooine and an asteroid field. Dodge comets, skim the walls, and go up against some of the Empire's best.
(Available Early '94)

CES QUICK HITS

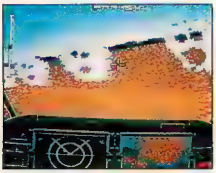
Silpheed (Sega)





Based on the classic outer space shoot-em-up previously found on various PC formats, this hot shooter features great-looking behind-the-ship game play, lots of challenging enemies, cinema scenes, and the ability to select among different types of spacecraft.
(Available First Quarter '94)

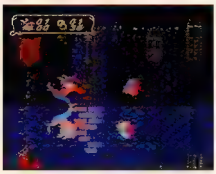
Thunderhawk (Sega)



Thunderhawk is the name of Sega's new 3D helicopter simulation. The Thunderhawk is a powerfully armored weapon flown by players through ten different combat missions. The missions take pilots through South American jungles, research bases in Alaska, and Middle Eastern oil installations.
(Available August)

SNES

Ardy Lightfoot (ASCII Entertainment)



The quick brown fox, Ardy, and his round buddy, Peck, try to recover seven gems hidden across a great-looking, 17-level, action/adventure game. Escaping mind-blowing traps, solving intricate mazes, and foiling the bad guys are Ardy's entertaining challenges. His assets include a pogo-stick tail and Peck, whom he tosses like a boomerang.
(Available December)

Beauty and the Beast (Hudson Soft)

The Beast may turn out to be a beauty when this gorgeous-looking game, based on Disney's animated movie, arrives. You as the Beast must race to save the beautiful Belle from the clutches of the sinister Gaston.
(Available December)

NBA Jam (Acclaim)

If this two-on-two basketball cart plays as well as the arcade version, it ought to score, early and often. Jam features 54 NBA All-Stars and digitized graphics of live NBA games. Versions are also due out for the Genesis, the Game Gear, and the Game Boy.
(Available December)

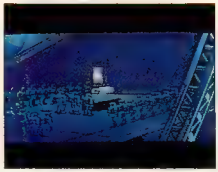
Pink Panther (TecMagik)

The Oscar-winning cartoon character with the famous theme song has a new movie, a new cartoon series, and a new 16-bit game. Featured in the Pink Panther's game debut are Inspector Clouseau and the monstrous Pinkenstein. Set against the background of a Hollywood movie studio's back lot, the action is punctuated by slapstick humor.
(Available Winter '93)

Sylvester & Tweety (TecMagik)

At age 51, Tweety is the oldest bird in the history of Saturday-morning TV. He and the equally famous bird-chomping "putty tat," Sylvester, will finally get their own video game on the SNES and the Genesis. Retaining cartoon looks, this side-scrolling game mixes humor and action to produce a madcap chase from Granny's house to an ocean liner and onto a fast-moving train.
(Available January '94)

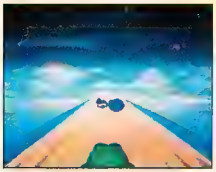
Wing Commander: The Secret Missions (Mindscape)



The outer space war with the cat-like Kilrathi continues with 16 new missions. You fly four new attack ships into space-craft-versus-spacecraft battle via a pilot's view. Secret Missions is Wing Commander tough, but it also includes modes for novice players.
(Available Third Quarter '93)

CES QUICK HITS

Yoshi's Safari (Nintendo)



Mario's the star of this Super-Scope safari, but Yoshi does all the work. Mario rides his dinosaur pal through a cute 12-level shoot-em-up to save the Princess from Bowser, King of the Koopas. This cart uses Mode 7 graphics to paint the game play from Mario's perspective.
(Available August)

NES

Chip 'N Dale Rescue Rangers 2 (Capcom)

Those excruciatingly polite rodents, Chip 'N Dale, return for a second NES adventure that's reminiscent of their first. The duo are up to their cheek pouches in crime, since Fat Cat's stolen a precious jewel. With a little help from their sidekicks (Gadget, Zipper, and Monterey Jack), the 'monks must discover the hidden jewel. Sounds nutty!
(Available October)

Mega Man 6 (Capcom)

Mega Man's back for a record-breaking sixth NES adventure in this one-player, multi-scrolling, action/adventure cart. Look for the same style of play that made the other carts mega hits, including eight new boss robots and Rush (Mega Man's best friend). There's also a new Rush adapter that enables Mega Man to transform into Power Mega Man or Jet Mega Man. Mega-nificent!
(Available October)

Pugsley's Scavenger Hunt: The Addams Family (Ocean)

Pugsley's a chip off the Addams' block in this multi-scrolling, side-view, action/adventure cart. To keep the little monster out of trouble, Wednesday's created an appropriately ooky and kooky treasure hunt for him. Pugsley must roam the Addams' mansion in search of yucky stuff, such as spider venom and moldy cheese.
(Available now)

GAME GEAR

Desert Strike (Domark/Tengen)

In this scorcher based on the 16-bit hit, you climb aboard a chopper and set out across the desert to clear the sands of enemy troops. Blast bar racks, enemy vehicles, and aircraft while rescuing hostages, dropping supplies, and maybe earning a few medals in the process.
(Available October)

Ecco the Dolphin (Sega)

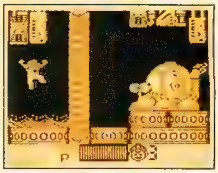
Sega's popular undersea mammal, Ecco, is diving into the Game Gear. This one-player cart has 29 levels of undersea exploration, including oceans from the past and future. As he searches for his missing family, Ecco moves like a real dolphin and faces oceanic dangers, such as sharks and jellyfish.
(Available Summer '93)

GAME BOY

The Legend of Zelda: Link's Awakening (Nintendo)

Everyone's been waiting for the hand-held version of the Link saga, and it looks like it was worth the wait. This little cart packs the best elements of the original Zelda sagas into 4 megs of Game Boy fantasy adventure. Do it for Zelda.
(Available August)

Mega Man 4 (Capcom)



Now appearing in his fourth Game Boy sequel (the tenth cart in the series overall) is Mega Man! This cart compiles some of the best robots from Mega Man IV and V on the NES, including Toad Man, Bright Man, Pharaoh Man, Ring Man, Crystal Man, Napalm Man, Star Man, and Charge Man. During his quest to beat Doc Wily one more time, the Man is also joined by robo-buddies Rush, Flip Top, and Beat.
(Available November)

Wario Land (Nintendo)

Mario's evil alter ego, Wario, is on the loose and huntin' for treasure in the Lost Kingdom. Wario Land has game play similar to Mario Land 2, including nice graphics and large sprites. Wario's bad attitude and great game play are bound to make him a big hit on the Game Boy.
(Available December) G

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CES HARDWARE

By The Lab Rat

Here's the skinny on the latest hardware at this Summer's CES! All of the best add-ons and power-ups are included in this special sneak peek. Our best of the show includes...

Segaware

Sega has repackaged and redesigned their popular **Sega Genesis** and **Sega CD** units. The slim-down versions will connect side-to-side. The Sega CD will be top-loading as opposed to the current front-loading player. In addition to the sleeker, slimmer design is a sleeker, slimmer price: $229 for the Sega CD, down from $299.

New NES

The **8-Bit NES** has also gone on a diet. The ultra-stylish new design is an artsy interpretation of the old unit. The dark grey unit also has a new price tag. The new system (which includes a newly designed NES pad) will cost under $50. At such an affordable price, you may want to pick one up solely for display purposes.

Who Has the Edge?

AT&T is introducing the **Edge 16**, a Genesis peripheral that enables you to play Genesis games against friends or enemies over existing phone lines. The next time you slug it out, beat it up, or toss it around on the Genesis, you'll be able to do it across the country. The Edge 16 will also feature custom enhancement cards that allow you to customize your favorite characters and add an additional 128K of RAM to the main memory of the Genesis.

EEEEK! A Mouse!

Mice were also big cheese at the show. Nintendo mouse-compatible games included Super Mario and Wario. Tradewest showed the Thumb Mouse by ASCIIware, a revolutionary new peripheral that enables you to control compatible games, such as Tradewest's Fun 'N' Games, with your thumb. Also, TTI distributed photos of a two-button mouse that will run SimEarth and other mouse-based games.

Sleek Fighter

ASCIIware presented another beautifully designed peripheral, the Fighter Stick, a six-button joystick for the Genesis and SNES! All of its features will be detailed in an upcoming *GamePro*, but believe us, it looks good!

Multiple Mania

Look out for some cool new multiple-player control pads in the upcoming months. Some of the games being developed for them will allow separate action sequences for each character. For example, you can slash away at some RPG castle guardians while another player rescues the princess. The multiple-player adapters will also be used in sports and strategy games. Here's the rundown:

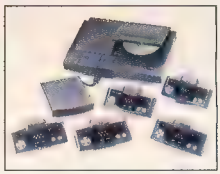
EA's 4-Player Adapter

This four-player adapter, for use with General Chaos, John Madden '94, and other future sports games by EA, will bring sports games to a new level of fun.

The Hudson Soft Multi-Tap

Hudson Soft has a new multi-player adapter that will be bundled with Super Bomberman. Squaresoft is also developing Secret of Mana, a four-player interactive RPG to play with the controller.

The TTI Wireless Pads



TTI introduced their wireless remote unit, which can control up to five wireless pads at once. This amazing peripheral will reduce wire clutter around the Duo, and it will allow you to enjoy a greater range of freedom while playing such multi-player hits as Bomberman '93. G

From the company that brought you

Billy & Jimmy Lee of Double Dragon™

and

Rash, Zitz & Pimple of Battletoads™

comes

PLOK™

an irresistible **Buzz-saw of Energy!**

from **TRADEWEST**

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CES NEWS

Atari Unveils the 64-bit Jaguar

The mystery is over, well... almost. Atari ended the information embargo on its long-promised Jaguar system. System specs call for over 16 million colors, 24-bit graphics, shaded 3D polygons, real-time texture mapping, and 16-bit "CD-quality" audio. Atari formally bills the Jaguar as a 64-bit system, which refers to the power of the central processing unit (CPU). The unit will feature an expansion port to support cable and telephone networks, a modem, a double-speed CD player, and digital/audio peripherals, such as DAT players.

The Jaguar will be test-marketed this fall in New York, with a national rollout within a year. Priced at "approximately $200," the system will include one game and a ten-button Power Pad Controller. Initial software releases will include new 3D versions of Battlezone 2000 and Tempest 2000, plus Jaguar conversions of Cybermorph, Alien vs. Predator, and Jaguar Formula One Racing.

Sega Demos Virtual Reality Glasses

Get Virtual with Sega's VR glasses and games.

Cast your eyes on what could be the first virtual reality system for home use: Sega VR! Shown behind closed doors at CES, Sega's VR head-tracking unit for the Genesis provides a full 360-degree rotational environment. The VR glasses will ship late this year for under $200, and they'll come packed with Nuclear Rush, a futuristic flight sim. Iron Hammer, Matrix Runner, and Outlaw Racing will be sold separately to support this vision.

No-Shows Disappoint Gamers

Top-quality new products filled the CES halls, but there were several products conspicuously absent from the show floor. Topping our "Most Wanted" list of no-shows were Nintendo's SNES CD-ROM system, Sonic The Hedgehog for the Sega CD, and Street Fighter II: Champion Edition for the Duo. Also, disappointingly, there was only one new Super FX game in the entire Nintendo booth, FX Trax.

Street Fighter II: Champion Edition is available in Japan for the PC Engine. TTI was mum on the subject of a U.S. release.

Let's Go to the Show

For the second year in a row, the International Summer Consumer Electronics Show has allowed consumers in to witness the sights and sounds of the hottest new electronic products and video games! As part of its four-year anniversary celebration, *GamePro* pitched in by sponsoring 300 members of the Chicago Boys and Girls Club, paying their admission, and giving them lunches, T-shirts, and other gifts.

GamePro Editors Blow Away the Competition in the Bomberman Contest

TTI sponsored the biannual "Battle of the Magazines" Bomberman '93 contest at CES, and the *GamePro* editors emerged victorious after four heated rounds of competition. Defending champion, VG&CE, was a close second, followed by Game Fan, Game Informer, and High-End. G

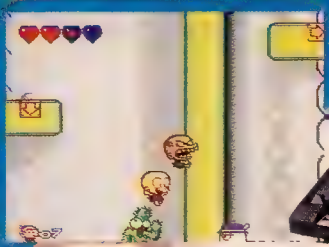
GamePro's Bomberpeople (left to right): Francis "Mao or Never" Mao, Janice "Dead Bye-Bye" Crotty, Matt "Skullage" Taylor, and Lawrence "The Warped Hole" Neves. Call these guys LamePros, and it might blow up in your face!

Consumers packed the CES floor on Sunday, June 6th.

BONK 3

BONK'S BIG ADVENTURE™

BONK IS BACK IN A BIG WAY. AND THIS TIME HE'S NOT ALONE.



8 MEG

WITH BONK III, TWO PEOPLE CAN PLAY SIMULTANEOUSLY. IT'S ALSO THE BIGGEST BONK CHARACTER YOU'VE EVER SEEN. OR, DEPENDING ON WHAT HE EATS, THE SMALLEST BONK YOU'VE EVER SEEN.

DUO™

TURBO GRAFX™

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Summer CES SNAPSHOTS!

Meet me at the GamePro booth!

Sega's fast-moving AS-1 ride

The Chicago Boys' and Girls' Club takes CES by storm wearing their custom GamePro T-shirts.

Everyone's reading GamePro!

Assistant Managing Editor, Janice Crotty, and friend

Associate Editor, Lawrence Neves

GENESIS PROREVIEW

By Slasher Quan

The true Ninja Master has returned to the Genesis – and it's about time! After three years of waiting for a follow-up to Sega's portrait in perfection, Revenge of Shinobi, Joe Musashi's finally back in the 16-bit saddle. The action artists at Sega of Japan have struck again, and Shinobi III is worth its wait in gold!

Musashi Makes Good

As usual, the Neo Zeed crime organization has resurfaced to cause more trouble, and ever-vigilant ninja Joe Musashi is on their backs like a Sega CD used to be on a Genesis. This time, the Zeeds leave Joe's girlfriend Naoko out of it and take over a city instead. While this may be bad news for the rest of the world, this is great news for video gamers!

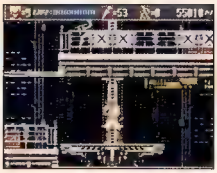
You take Joe on a blowout, slash-and-shoot adventure through seven of the coolest-looking Genesis action levels ever! Thankfully, this cart abandons the comparatively lackluster game play of Shadow Dancer in favor of the classic Revenge of Shinobi style. Joe's a lone wolf in Shinobi III. His canine friend, Yamato, from Shadow Dancer Yamato, must have been rounded up by a dogcatcher. Boo hoo.

The Way of the Ninja

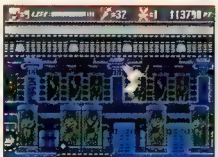
In this go-round, Musashi's armed with some new rump-roasting fighting techniques. Joe's still got Shurikens for long-range dicing, and of course his Katana Sword for up-close slicing. His somersault leap and the rainbow Shuriken spray are as deadly as ever. New combat attacks include a dash-and-slash, a jump kick, and high-and-low blocking. The blocks add more skill and strategy to the fighting.

PROTIP: You can block almost anything – even laser cannon blasts!

Joe is also more maneuverable than ever. Now that he can rebound off walls with his jump (*à la* Strider for the NES) and scramble hand-over-hand across overhead ropes and pipes, Joe seems more like one of those stealthy movie ninjas. The controls can be tricky, but the challenge of mastering Musashi's moves adds to the fun.



PROTIP: Hop off the elevator in Round 2, then use the platforms as stepping stones. If you don't, you'll be one flat ninja.



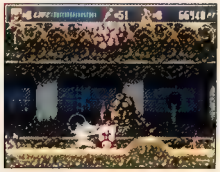
PROTIP: You'll have to go against the flow of the conveyor belts to find power-ups in Round 3.

If all else fails, Joe's got one other slick but familiar trick up his sleeve: Ninjitsu (ninja magic). Fushin magic enables him to jump higher; Ikazuchi provides a temporary shield from danger; Kariu ignites everything on the screen; and Mijin sacrifices one of Joe's lives to damage opponents. The magic is a great idea, but it's an old one – all the Jitsus are lifted from Revenge of Shinobi.

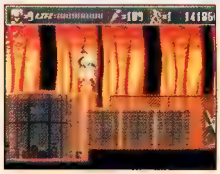
PROTIP: If you're about to perish when fighting bosses, always use the Jitsu of Mijin. You'll continue the battle from that point instead of having to start all over again when you die.

The Art of Ninja Fighting

Shinobi III blasts you through seven superb multi-scrolling scenes as you hunt down the Zeed crew. Terrific "layering" effects create that ever-popular 3D look. You fight across a forest, where enemy Shurikens mingle with leaves in the breeze, through a horrible lab that's home to the Zeeds' mutation experiments, into a fire-rimmed enemy encampment that resembles a scene from *Apocalypse Now*, aboard the Zeeds' spaceship, and more. One level in particular really grabs you, literally. Lurking in the shadows of Round 3 is a humongous slug that takes potshots at your hide with an on-screen missile sight that follows your movements. Later, you encounter this creature face-to-fang...and he's one ugly S.O.B.!



PROTIP: Move close to the Round 3 worms to draw them out of hibernation, then slash them with your Katana.



PROTIP: Wait for grenadiers to launch their loads in Round 5, then nail them with angled jump kicks.

This cart is long and satisfying. You encounter standard side-view fighting scenes, confounding mazes that require careful planning and backtracking, vertically scrolling jump-and-survive platform segments, and two all-new vehicle-style areas. You even ride horseback across a marsh as enemy ninjas drop like flies in Round 2, and you surf a polluted bay in Round 4.

Ride like the wind, Musashi-san.

Genesis Game ProFile

Shinobi III

Return of the Ninja Master

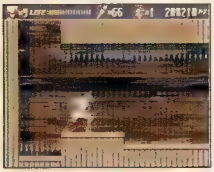
(By Sega)

Just when you were getting bored with similar-looking-and-playing action games, along comes Joe Musashi to shake things up. Mind-blowing backgrounds, great new moves, a horse-riding sequence, and hot music push the Genesis to the max. III cheers for Shinobi III!

$54.99
8 megs
Available September

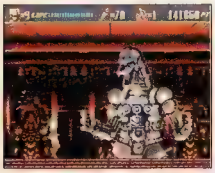
Action/adventure
One player

Joe Musashi, a.k.a. surf ninja.



PROTIP: If you see this dungeon in the Round 6 maze, you've gone the wrong way!

Like the rest of the cart, Shinobi III's enemies mix familiar faces with fresh blood. Out to use Joe's face as a cutting board are Zeed's squad of ninjas, corrupt samurai, machine gunners, mutant beasties, hovercraft, airborne assailants, and heavy-hitting bosses. Gruesome boss sprites, which range from big to stupendous, will give you video game nightmares!



Your old friend, the dinosaur boss, is back from extinction. This time, he's wearing a robot suit.

PROTIP: Round 2's boss tries to throw off your concentration by reversing the controls. Keep your mind "as clear as a lake!" When the background shifts, do all your moves backwards, and aim for the brain.

Adjustable challenge settings affect your starting number of lives, the length of your energy meter, and the number of hits needed to kill enemies. These differences are fairly cosmetic – there are no special endings or other rewards for playing the game on a harder level, unlike Revenge of Shinobi.

Music to Musashi's Ears

Despite the absence of Sega's master musician, Yuzo Koshiro, Shinobi III manages to surpass its predecessor in audio quality. The tunes range from soft, restful melodies to full-bore, thunderous tracks. Your only sound wish is for more songs, because the music starts looping about halfway through the game. The sound effects are so clear and distinct that you even hear the clomping of your horse's hooves!

From Japan with Love

Shinobi III proves that Sega of Japan is still on the cutting edge of side-scrolling excellence. This cart plays as smooth as fine Asian silk. Like Sega superstars Montana and Musashi, this game's no ordinary Joe! G

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND

By The Unknown Gamer

Middle America unite! The twin queens of the Planet Rayon, Poly and Ester, have invaded Planet Earth. The Woolies have woven a nefarious scheme to plunder the Earth's wool. There's only one creature brave enough, strong enough, and smart enough to unravel the Woolies' plot. That's right, it's...Bubsy? Hmm...Don't spit up a hairball. One or two players will find that gathering wool across this action/adventure game's 16 chapters of multi-scrolling play is more fun than catnip.

Genesis Game ProFile

Bubsy in: Claws Encounters of the Furred Kind

(By Accolade)

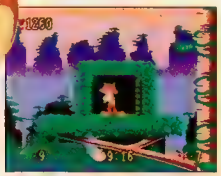
The Genesis Bubsy has great game play, great graphics, decent sounds, and a hysterical story line. Although the game isn't gonna push Sonic off the top of the action/adventure heap, Bubsy's definitely one of the picks of this year's Genesis litter.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	BEG. Beginner

$59.95
16 megs
Available July

Action/adventure
Two players
Passwords

Bubsy's game play is nonlinear and has multiple ways to work through each chapter. You can go backwards, forwards, up, and down to your heart's content. Even more purr-fect, each of the chapters has hidden surprises in the tradition of the current cream of the action/adventure crop, such as Sonic The Hedgehog 2. Look for warp caves, bonus rounds, and more.



PROTiP: Climb the fifth stalk in Chapter 13 and use it to warp straight to a bonus round.

As Bubsy prowls through each of the game's 16 chapters, he's got to reclaim balls of yarn stolen by the Woolies (little alien creatures), and pounce on more than a few fur-ocious Woolies in the process. This feline scavenger hunt includes a romp through the village, an amusement park frolic complete with roller coasters and sideshows, a speeding battle across the top of a train, a slink through a

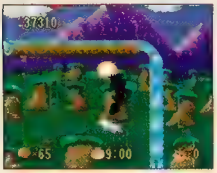
A Tale of Two Kitties

Veterans of the Bubsy wars on the SNES will have to wait for Bubsy 2 for the continuing saga of the bobtailed wonder. The Genesis version of the game is an almost pixel-for-pixel twin of its predecessor, with a few minor improvements worth purring over.

dusty, dangerous desert, a river rampage, treetop antics, and a final showdown in the Woolies' spaceship.

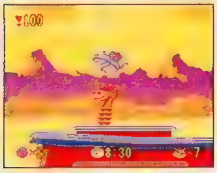
Each chapter's original, but what really makes Bubsy work are the game's dozens of clever obstacles: log flume water slides (that even turn upside down), roller coasters, waterfalls, rivers that you can turn on and off, and more.

PROTIP: Did you forget to turn off the water? Search for switches in Chapters 1, 2, and 3, as well as 10, 11, and 12.



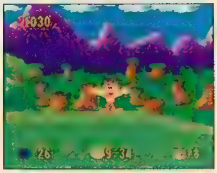
PROTIP: Stand on top of the manhole covers in Chapters 1, 2, and 3 to see what happens.

PROTIP: Use the strongman platforms in Chapters 4, 5, and 6 to leap to new heights.



PROTIP: Pounce on giraffe's heads in Chapters 7, 8, and 9 for some power-up surprises.

Each of the chapters is illustrated with vividly colored cartoon-style graphics. The Genesis game's graphics, although limited by a weaker color palette, are identical to Bubsy on the SNES. Highly entertaining and detailed backgrounds serve as a backdrop for the antics of Bubsy and the Woolies. Bubsy in particular has tons of entertaining animations, including more than nine ways to bite the dust, impatient mugging, and otherwise endearing expressions.



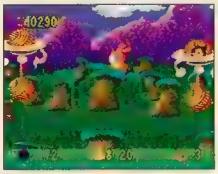
Bubsy's got a mug nobody could forget.

Bubsy's attitude gets an added edge with a slew of digitized wise-cracking comments that express his unique slant on life. A perky variety of tunes add to the ambiance, ranging from the carnival-style amusement park ditties to the Star Wars-esque melodies during the final battle in the Woolies' ship.

Bubsy, Can You Spare a Climb?

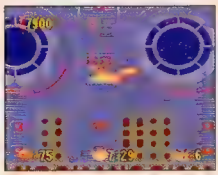
An invasion force of Woolies bobs up at every turn, trying to put Bubsy into permanent hibernation. It only takes a single touch by a Woolie, a lobbed egg, or a rolling cheese wheel to stop Bubsy dead in his paw prints.

Don't spit up a hairball, though. Cats always land on their feet. Plus, with a little help from you, Bubsy can hop 'n' bop even the nastiest of Woolies. Even the boss Woolies at the end of every third chapter require little more than a pounce or two to put them out of commission. Although the game has enough interest to capture the attention of battle-scarred gamers for a time, the game's more slanted toward beginning or intermediate gamers.



PROTIP: It's easy to defeat the Woolie boss at the end of Chapter One. Just pounce on each of the Woolie ships two times when it's open.

The Bubster's got nine lives, and more moves than any old alley cat. He can run, glide, duck, look up, look down, flip, slide, and bounce. Fortunately, Bubsy's Genesis moves are easier to execute than his SNES moves. The three-button configuration is simple to master. It's easier to glide, and the controls are much tighter. Bubsy can maneuver with enough precision to please even hardened tabbies, and he stays where he lands!

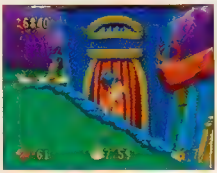


PROTIP: Remember to glide. This move is one of the most effective in Bubsy's repertoire, especially for crunching Woolies.

Although Bubsy doesn't wear the pants in this game, he does wear a trademark T-shirt. This enables him to slip more than a few power-ups up his sleeve. Look for Bubsy T-shirts hidden throughout each chapter: White ones give temporary invincibility, black ones temporary invisibility, and small Ts with the number one or two on them are 1-ups. Other power-ups include yarn balls, industrial-sized crates of yarn, continues, and Wool-gas-matrons (for tons of points).

PROTIP: The Bubsy manual is quite amusing. If you don't have time to read it, though, watch the demo. It'll tell you all you need to know.

PROTIP: Grab 500 balls of yarn for a 1-up.



PROTIP: Don't forget to grab the easy continue in Chapter 1's village.

Cat Scratch Fighter

Bubsy may not be the top dog on the action/adventure scene – the game isn't quite put together as well as the speedy hog sagas. However, diverse game play with plenty of surprises, a creative and amusing story line, and some classy graphics and tunes make the Bubmeister a contender. This is one cool cat. G

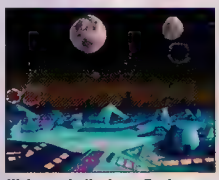
TechnoClash

By Captain Squideo

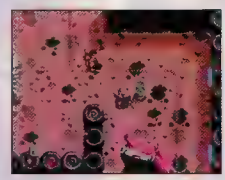
The battle between good old-fashioned wizardry and evil futuristic technology has been fought before, but rarely has it been fought as uniquely as in Techno-Clash by Electronic Arts for the Genesis. Dazzling, over-head-view graphics and a battalion of demonic enemies spread over seven challenging levels make TechnoClash a technochamp among action shoot-em-ups.

Take a Walk on the Wild Side

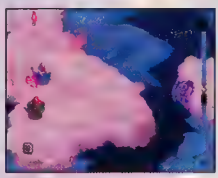
As Ronaan, you search the Inner Realm for the destructive Engine Man, a monstrous Terminator-type creation of the wicked Technolords. Ronaan's long walk takes him from an abandoned Casino to deserts, caverns, and cloud worlds. On most levels you can recruit Bodyguards, gun-slinging allies who cover your butt against the onslaught of lethal machinery.



Welcome to the Inner Realm.



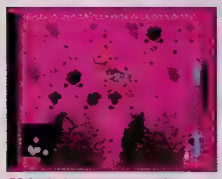
Bodyguards are valuable allies.



PROTIP: You pick a Bodyguard at the start of each level. Sometimes you'll need the ferocious Faarg, other times (especially on the cloud paths of 'Tween Place) you'll want Chazz with his ability to levitate.

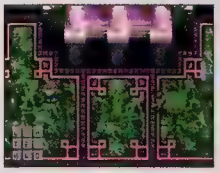
The Inner Realm is a land of colorful but dangerous mazes. To see the entire level you'll need to access the unique Living Map. This high-flying, overhead look is provided by Indar, the Falcon of Second Sight, who flies above to let you scan the terrain.

PROTIP: Stay to the bottom of the walkway when battling your way through Level 1. There, you'll have more time to react to shots fired from the top of the screen.

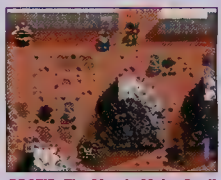


PROTIP: Use the Living Map at the start of Level 2 to locate the Cardkeys that you'll need to seal off the Junkyard. You'll also skip unnecessary fighting this way and reach the next level faster.

As an apprentice wizard, Ronaan commands an array of nine powerful spells as weapons, everything from Lightning to Time Bombs to the ultimate Death Spell. You start out with all nine weapons, but their supplies vary, adding spell management as a good tactical dimension to the game.



The Spell Matrix gives you a choice of deadly weapons.



PROTIP: The Mondo Major Spell wipes out all enemies on the screen. It's in limited supply, though, so save it for when you're backed into a corner. Instead, hit enemies with the Hold Spell, then blast them with the endless Basic Spell.

Besides combat spells, there are four non-weapons spells that heal, levitate, teleport you back to camp, or make you temporarily invulnerable. With practice, you should be able to fight your way through most levels with minimal damage.

Slick Shooting

TechnoClash shoots the lights out of the Genesis! Digitized graphics with a rainbow of strong colors make the scenery and the villains unique. The sound effects are equally entertaining, thanks to all manner of grunts and groans from defeated villains. If Ronaan responded a little quicker to the controls and moved a little faster across open areas, TechnoClash would be top shooter. As it is, it'll have to settle for being an above-average technoblast. G

Genesis Game ProFile

TechnoClash

(By Electronic Arts)

The Engine Man has run amok, and only you can make him throw a rod. Stylish graphics and an array of deadly spells make TechnoClash an above-average shooter.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	5.0	INT.

$49.95	Action Shoot-em-up
8 megs	One player
Available July	Passwords

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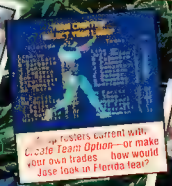
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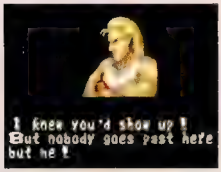
GENESIS PROREVIEW

By The Tummynator

Fight fans, prepare yourself for a fatal fist fest! The Neo•Geo classic Fatal Fury is now available for your Genesis by Takara, and it packs a fairly hefty punch. This new conversion preserves most of the original edition's action and adds a great new feature: the ability to play as the boss characters.



If you want to fight Geese, you'll have to make it past your buds.

Fight Makes Right

Fatal Fury is a solid one- or two-player, side-scrolling beat-em-up. Joe Higashi, Andy Brogard, and Terry Brogard are after Geese Howard, who murdered the Brogards' father. Now, Howard sponsors a King of Fighters tournament, the perfect arena for revenge!

PROTIP: The easiest move with the highest success rate is the Throw. Pick Terry Brogard and toss your opponents until they're gone.

You can select two types of game play. In Champion Battle, you fight against six opponents, plus the two other fighters you thought were on your side. The Vs. Game enables you to fight the computer or a second player. You can even sit back and watch the computer fight itself. In this mode, you can also select any player in the game, including the bosses.

It's an Air Raid-en, and you're the target.

There are six colorful stages, one for each opponent. You fight in a cafe, on the beach, in an amusement park, in an arena, and more. Among your opponents is an incredibly strong boxer, a very deceptive-looking old man, and an ex-pro wrestler. Each of your foes has his own formidable fighting techniques.

PROTIP: Use flying leg kicks to take down Michael Max. He punches too much to make the Throw effective against him.

PROTIP: When Richard Meyer pulls his Handstand Kick, sweep low to take him out.

Fatal Blurry

Although the Genesis is no match for the graphic capabilities of the Neo•Geo, this cart throws some weight around when it comes to graphics. The backgrounds are colorful, if a little under-detailed. The character sprites are well-drawn, and they move quickly. However, some sprites disappear during Throw moves.

The sounds in Fatal Fury will make you punchy. There's precious little to hear, and voice effects are garbled and unclear.

Hard Knocks

Fatal Fury's challenge is adjustable. Most gamers won't break a gym sweat on the Easy setting, but the Hard setting will floor even veteran fighters.

Split Decision

If you like your fighting games fast and furious, you may want to wait for the Genesis version of Street Fighter II: Champion Edition. If you can't wait that long to take out your problems pugilistically, go ahead and get them out of your system with Fatal Fury. G

Genesis Game ProFile

Fatal Fury

(By Takara)

Fatal Fury is a solid Neo•Geo translation with good graphics and a new feature that lets you play as the boss characters. With its sluggish controls, though, it may only whet the appetite of Street Fighter-hungry Genesis gamers, but they shouldn't expect a feast.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.5	ADJ. (Adjustable)

Price unavailable
Available now

Beat-em-up
Two players

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Lightening Force™

QUEST FOR THE DARKSTAR

By Captain Squideo

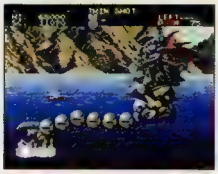
Warm up your thumbs, video pilots, a terrific new shooter's in town! Presenting 10 dynamic stages and squadrons of challenging enemies, Lightening Force is a thrilling, one-player, Genesis side-scroller by Techno Soft, the company that developed 1990's classic shooter, Thunder Force III. Lightening Force could correctly be called "Thunder Force IV," and it could be destined for classic status.

The Dark Side of Lightening

Let's get a few nitpicks out of the way. First, there's occasional slow-down when the action gets too hot (but with so much happening on-screen, you might appreciate a moment to catch your breath). Second, the voice announcing the pickup of new weapons isn't always clear. Finally, why the name Lightening? As in "to lighten?" Do they mean Lightning, as in thunderbolts? Okay, we'll lighten up.

labyrinthine technomazes. It's a breathtaking show.

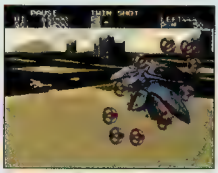
Check out the stunning topographies of Stage 1. The multi-scrolling clouds, mountains, and sea flash with the colors and details of gorgeous paintings.



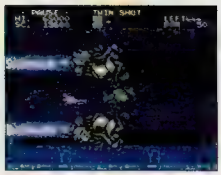
PROTIP: The underwater Stage 1 boss will detach to take the fight to the surface. Dive into the waves when it fires at you.

PROTIP: Destroy Stage 1's huge battleship, that swings a nasty mechanical claw, by firing at the orb glowing in the heart of the ship.

Impressive details keep coming. In Stage 2, enemies crash into the desert with a burst of sand, then burrow away. The boss in Stage 3 is protected by a 3D ring of spinning spheres. The Stage 4 sky teems with the twisted ships of the enemy fleet. They're the best effects this side of a George Lucas movie.



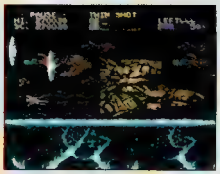
PROTIP: To nail the the boss in Daser, blast its body.



PROTIP: Stay between the Stage 3 boss's twin missiles while attacking its center.

Lightening's Force

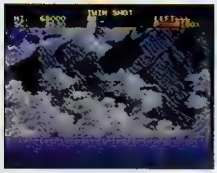
There are 10 weapons available to you. You start with two types (the Twin Shot and the Back Shot), and you can replace them along the way. Throughout the game, the weapon you're using appears in a display at the top of your screen, and you can easily and quickly switch to a different weapon without pausing. Your ultimate weapon is the Thunder Sword, while your best defense is the Shield. Use these sparingly!



PROTIP: The boss in Stage 4 is tenacious. Dodge its flying discs and fire at its back. When flames appear from its rear, jet in front of the boss and fire backwards to reveal its vulnerable target.

Let Lightening Strike

Lightening Force's got the look you'll want to know better, plus non-stop, shoot-em-up action that'll keep you happily blasting. You'll come for the graphics, but you'll stay for the action. The perfect combination. G



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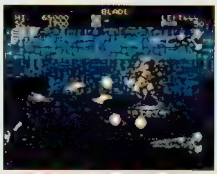


PROTIP: Grab a Blade whenever possible. This effective weapon packs a multiple wallop!

Use the Force

Having picked those nits, let's get to the game. And what a game it is, starring some of the best shooter graphics the Genesis has had to offer in a long time. As your fighter mounts a 10-stage attack on the military planet of the Kha-Oss Legion, you zoom from colorful seas to swirling sand storms and on to ice regions, underground caves, and

Genesis Game ProFile

Lightening Force

(By Techno Soft)

A thrilling search-and-destroy mission takes you through 10 stages of blazing action on a distant planet. Fantastic graphics make this one of the best Genesis shooters this year.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	Adjustable

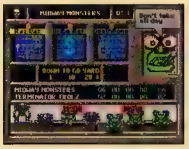
$29.99	Shoot-em-up
4 megs	One player
Available now	Continues

INCREDIBLE INTERCEPTION.

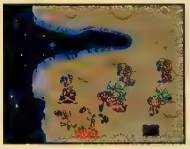
TOO BAD HIS FOOT

"THE WILDEST, GORIEST FOOTBALL GAME EVER! IF THE TACKLES DON'T KNOCK YOU TO PIECES THE LAND MINES WILL!" - EGM

Slide the ref some dough to pick up a few extra yards against your opponent- you never know what he'll call.



Choose from over 50 plays, from Deathbone to Blitzkrieg, or call a nasty audible when the game is on the line.



Looks like Mo and Spew Puke shoved another poor sap into a flaming pit. Choose your nightmare: blood-crazed Troll lineman or hellfire pits.

WAS OUT OF BOUNDS.

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FLASHBACK

STRATEGY GUIDE

By Russel DeMaria and Geronimo Barrera

U.S. Gold quietly slipped Flashback out of their holster and fired it at the video game world this past spring. This strategy/action title sports gorgeous graphics and intricate game play. Here's a complete strategy guide to Mission 3: The Death Tower. Want more? Look for the August/September issue of *SWATPro* Magazine for a complete strategy guide with extensive maps and tips on the entire game.

(All these cool Flashback strategies are courtesy of Prima Publishing, and are excerpted from Sega Genesis Secrets of the Game, Volume 5. Thanks guys!)

THE DEATH TOWER

LEVEL 8

1. *Begin Level 8 by jumping over the mine to your right. Proceed right. In the next screen, climb on the ledge, duck, and shoot the man who's climbing up the other side of the ledge. Then, roll to the right and roll back to throw off the drone. Be sure to shoot it, too.*

Roll into the next screen, but continue to duck and roll to avoid the two drones. Shoot the man who's beginning to teleport. Once he's down, shoot the drones.

Run right and jump to catch the next ledge. Pull yourself up onto the ledge and head to the right. Drop down and roll to the right, then turn around and shoot the drone. Don't worry about the drone on the right. It's blocked. Finally, activate the switch.

2. *Now, head to the left and run quickly to avoid being hit by a falling bomb as you enter the next screen. Run through that screen and through the next two until you reach your starting spot – the screen with the mine in the middle and the Energy Generator.*

Move to the next screen on the left and climb up onto the ledge to shoot the man standing there. Crouch just to the right of the mine. The man will then teleport onto the mine, which blows up. Roll to the left, turn, and fire again. Repeat this procedure until you blow him away.

3. *Continue left. As you enter the next screen, crouch and fire at the man who drops down from a higher level. Shoot him twice, then walk forward and drop down to a lower level. Let the man teleport around you, then fire at him when he materializes.*

In the next screen to the left, jump over a mine and catch the ledge. Climb up onto it and duck. Once the drones lock onto you, run back to the previous screen to gain time, then maneuver until you're in good shooting range.

After they're history, return to the upper ledge and continue to recharge your Shields. Then return to the left and go past the danger room. Just inside the next screen, climb up one level and ride the elevator up.

LEVEL 7

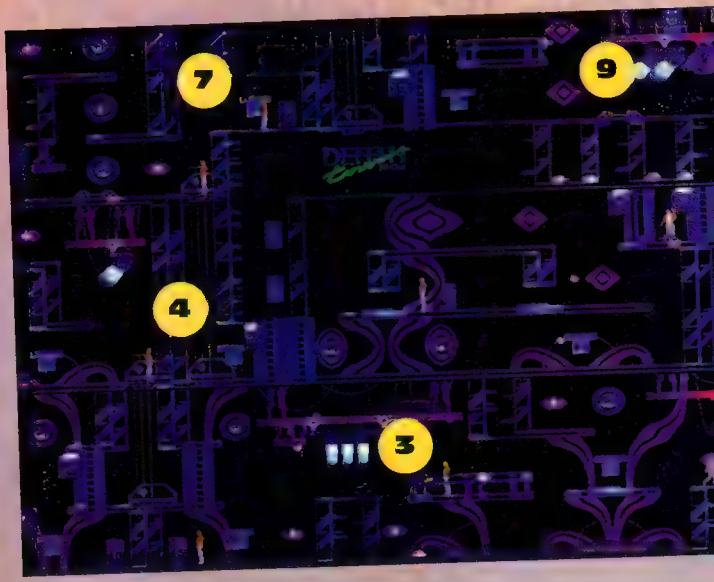
4. *From the beginning of Level 7, walk left and climb up onto the top ledge. Continue left, flip the switch, then drop off the ledge to shoot the man standing on the ledge. Finally, run left again.*

5. *When the man in the next room leaves, drop down to the bottom level. Roll into the middle of the doorway, crouch, and wait. When the door opens, start blasting from a crouching position, then run to the left along the lowest ledge. Be ready to shoot it out with another man. Move left one more screen, climb up two levels and jump over a mine.*

6. *In the next room, wait for the door to open and be ready to shoot the man on the other side. Jump down to the next level (the second level), then head to the left to a Save Point. Go all the way to the bottom level, then turn and shoot the drone that comes after you. Run back to the right along the bottom, wait for the man to drop down, then shoot him. Climb up and shoot the remaining drone. Run left past the Save Point, through the next screen, and into the opposite screen. Finally, ride the elevator up.*

LEVEL 6

7. *Run to the right at the top of the elevator, climb onto a ledge, and activate the switch. Return to*



the screen on the left, drop to the bottom level, and activate your Force Field. Then jump on the laser trap and quickly leap up to the next platform. Then, climb up two levels and head left to the next screen.

8. *When you reach the Energy Generator, you discover that there's a trap door next to it. The trap door drops you to the next landing. Jump down and fight the man on the landing. Then, carefully continue left with your gun drawn. You'll come to a mine in the next screen. Explode it and run to the left. Then, go up one landing and into the next screen to the left.*

9. *Jump across the trap door (watch out for trap doors on either side of the laser trap) and climb onto the third landing. Head left. Wait for the man to climb up next to you, then whack him with your gun. Take the elevator to Level 5.*

FLASHBACK
STRATEGY GUIDE

LEVEL 5

10. At the beginning of Level 5, head left to the next screen with your gun drawn. Shoot the man you encounter and get ready to blast a drone that floats down from above. Climb up and trigger the trap door. (Beware of the laser gun!) Then, climb to the third landing to reach a Save Point. Run and jump across the gap in the next screen. As you fall, grab onto the second landing, then drop down to the bottom of the screen.

Jump the first mine, then climb up onto the landing. Draw your gun and roll to the left. This triggers a falling bomb. Return to the right and climb back up onto the platform again. This time, run, jump, and grab onto the upper platform, then head left with your gun drawn.

11. Shoot the guy across the screen until he falls down onto the mines below. He may not be dead yet, though. Leave him for now and carefully head left into the next screen with your gun drawn. Shoot the first guy you see, then shoot the other man across the room. Turn and return to the right.

When you reenter the other room, two gunmen are waiting for you. Shoot them both. Then, drop down to the lowest landing and finish them both off. Continue to the left and take the elevator up to the fourth floor.

LEVEL 4

12. Run quickly to the right at the beginning of Level 4. Run and jump to grab the landing. Pull yourself up and blast the drone, then go for the man who drops down next to you. Drop to where the man is lying and whack him once with your gun. Then, blast him each time he tries to get up.

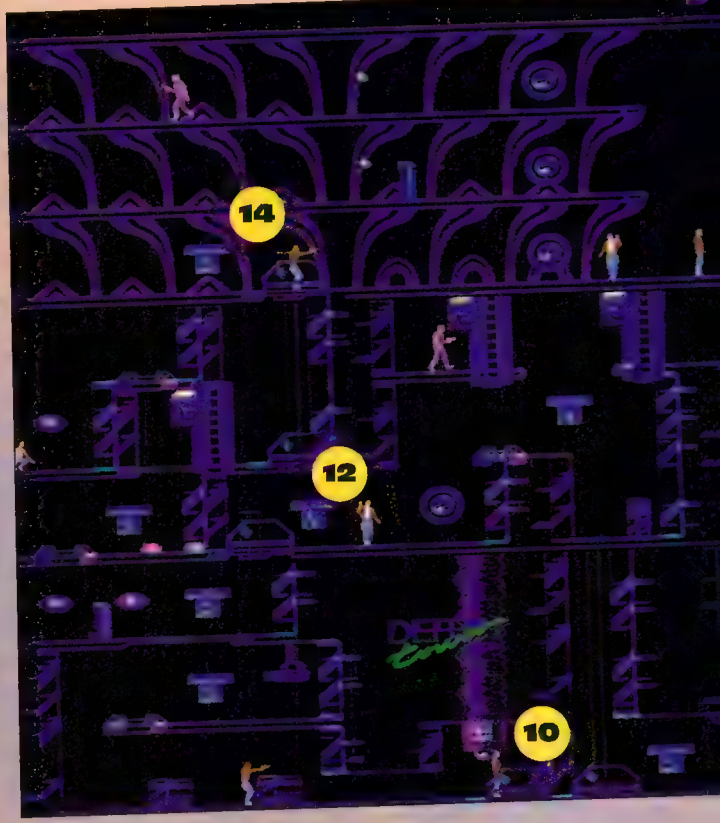
Walk to the switch in the lower-right corner and use it to open a doorway in the upper-right corner. Go up one landing, climb up onto the left ledge, then run back and leap to the right. Run and jump across the gap to grab onto the upper landing. Draw your gun and walk right.

13. Wait for the two gunmen to climb up to your landing, then blast them both. They'll also explode the mine that's partially hidden behind the railings. Now drop down to the second landing, use the Energy Generator to recharge if necessary, then drop down to the bottom of the level using the right side of the ledge. You'll be practically on top of two gunmen. Use your crouch-roll-and-fire technique to peg them until they're done for.

Climb onto the second landing and head right. Climb onto the third landing and trigger the sensor that opens the trap door below. Return to the previous screen, drop to the bottom, and run to the right. Run and jump over the mines to grab onto the second landing. If you mess up and hit the mines, you can return to the previous screen and use the Energy Generator to recharge your Shields. Finally, take the elevator up to the third floor.

LEVEL 3

14. Once on the elevator, draw your gun and get ready for a man to attack. Shoot him, then run to the right in to the next screen. Go all the way through this screen to the next and shoot the two drones and another man who come after you. While you're working on the first man, another one comes along. This is tricky until



you get the crouch-roll-and-shoot technique down. Climb onto the second landing and run left until you reach the Save Point. Shoot the drone and climb to the third landing to shoot another drone. Run back to the left on the third landing, continue on through the next screen, and on to the one after it. Climb down to the second landing and take the elevator up to the second floor.

LEVEL 2

15. At the beginning of Level 2, you have to fight a man and a drone at the same time. Roll back and forth to avoid their attack, but take care of the man first. He is more harmful to your health, and you can take care of the drone when you get a chance. Climb to the second landing and operate the switch. Jump down to the floor and take care of the man heading at you from the third landing. Climb onto the third landing and take the elevator up to the first floor.

LEVEL 1

16. At the beginning of Level 1, be ready to shoot a man coming at you from the left. Once you finish this guy off, you're outta there!

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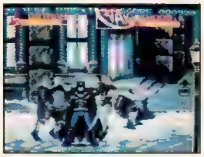

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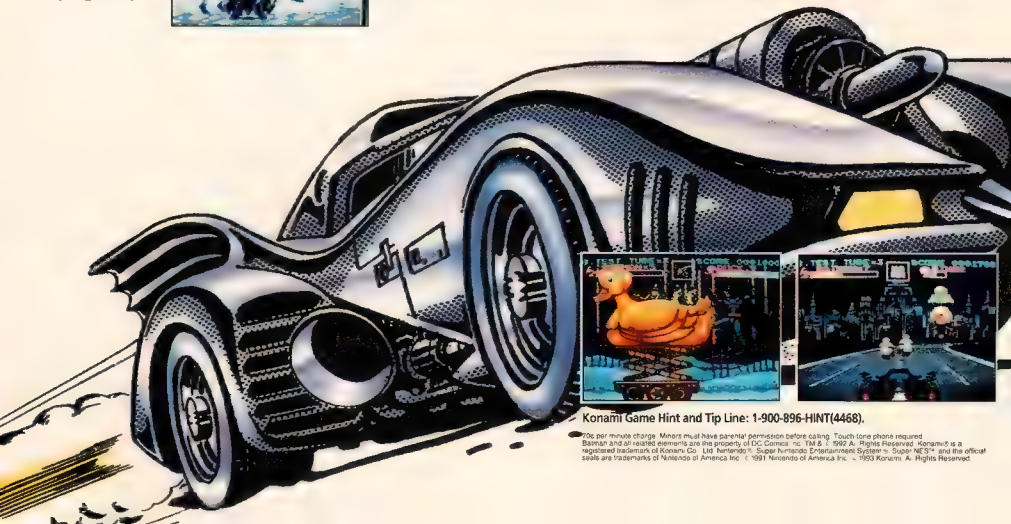

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PART 2 OF 2

The Mission Team

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Slippy Toad

Slippy's not the bravest member of the team, but he's got an upbeat attitude. When the going gets tough, Slippy always has something funny to say.

Fox McCloud

McCloud's the leader of the Star Fox team. You get to fly as Fox, an aggressive pilot whose job is to lead the Venom attack, and to keep his team out of trouble.

Peppy Hare

Easygoing Peppy's the team moderator. He keeps the peace when the other members of the Star Fox team get cranky.

Falco Lombardi

Lombardi's maybe the best pilot on the team, even better than McCloud. He's got a quick temper, but he's a loyal ally.

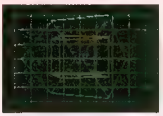
Mission Specs

Search for the following special items. Failure to collect them could greatly jeopardize the success of your mission:

Supply Ring

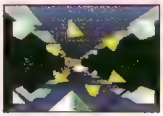
This ring restores energy, and it acts as a level marker after you fly through it.

Power Shield



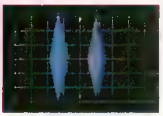
This shield provides partial protection from several enemy hits.

Small Energy Ring



This ring partially restores shields.

Twin Blaster or Wing Gyro

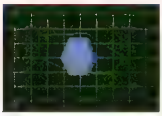


The Twin Blaster repairs your wings or gives you extra fire power.

1-Up

Shoot all three corners to make a ship appear, then grab the ship for a 1-up.

Nova Bomb



This power-up gives you one Nova Bomb.

Mission Plans

To defeat Andross, you must complete three separate missions: Level 1 Path, Level 2 Path, and Level 3 Path. Each Path is more difficult than the last. Only hardened Star Fox pilots will survive.

TO: FOX MCCLOUD
FROM: GENERAL PEPPER
RE: TOP SECRET MISSION

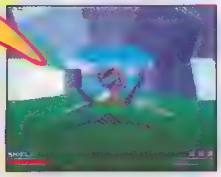
McCloud, under Corneries authorization, you must assemble the Star Fox team. Emperor Andross is attacking Corneria from his base on Venom. Our only hope is the ARWING, a super high-performance combat ship. However, the only ARWINGS available are early prototypes, and no one has been trained to pilot these ships. You and your team are the only persons capable of piloting an ARWING with any degree of success. Your mission is to advance on Venom, destroy Andross, and return peace to the Lylat System.

(Thanks to the Star Fox Team at Sandwich Island Publishing for their usual stellar strategies. For more great tips, see their book, Awesome Super Nintendo Secrets II.)

Level One Path

Stage 1 — Corneria—The Base

Begin with a Twin Blaster

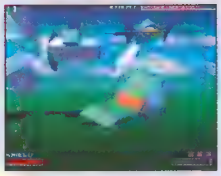


To power up with a Twin Blaster after exiting the base in Corneria, follow Skippy and fly through all four arches. The Twin Blaster appears inside the fifth arch.

Snag Two Nova Bombs

You can grab two Nova Bombs in Corneria. The first one is easy to reach. Shoot the ground cannon just before the first of three grey buildings. The Nova Bomb appears when the cannon explodes. To grab the second Nova Bomb, fly until you reach the third grey building. Soar to the right, and you'll find the second Nova Bomb hidden behind the red buildings.

Bust Corneria's Attack Carrier Boss



It's quite simple to systematically blow the first boss out of the sky. Stay low when it appears and flies into the background. As the Carrier approaches, climb up. Shoot toward the right side of the Carrier as it opens and tries to launch ships at you. After you've destroyed the right side, shoot the left sections of the Carrier as they unfold. When both its left and right sections are destroyed, the Carrier will attack you head-on. To finish it, shoot the engine (the small red section on the front).

Stage 2 — Asteroid Belt

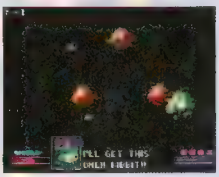
Don't Waste Your Fire

You can destroy the orange asteroids in the Asteroid Belt, but not the grey ones.

Devil Worm Bonus

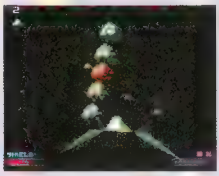
Watch for the three Devil Worms (they look like centipedes) that lurk among the asteroids in the Asteroid Belt. When you destroy a Worm, shoot its blue head to make a yellow Energy Supply Ring appear.

Twin Blaster Power-Up



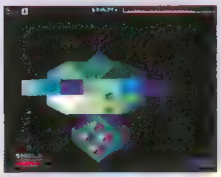
Just before you reach the third Devil Worm in the Asteroid Belt, you encounter three orange asteroids in a triangle formation. Fly between the three asteroids and a Twin Blaster power-up will appear.

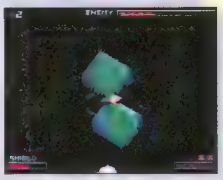
The Black Hole



After you pass the third Devil Worm in the Asteroid Belt (about halfway through the stage) you reach a row of five rotating asteroids. These asteroids are the keys to reaching a Black Hole, where you can grab power-ups and warp to different stages of the game. See the last page of this insert to find out how to enter the Black Hole.

Smash the Asteroid Belt's Rock Crusher Boss

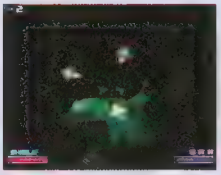


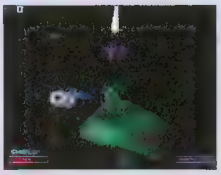


To batter the Asteroid Belt Boss, shoot the red objects on either side of it first. Once you've destroyed all the objects, a huge piece of the Crusher will fly toward you. Dodge to the far left or the far right to evade the catapulting piece, then shoot the spinning Crusher in the middle to blow it up.

Stage 3 — Andross Space Armada

1-Up

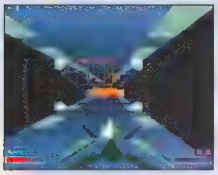


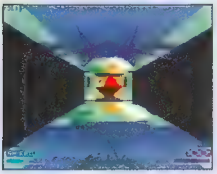


You'll discover a 1-up Ring at the entrance of the Andross Space Armada. After you grab the Ring, aim for the top of the giant spaceship (called the

Cannon Executor I) to destroy it. Don't let up after destroying the first Executor, because there's a second Executor immediately after the first one.

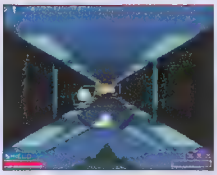
Inside the First Battleship





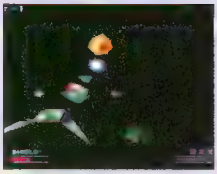
When you soar inside the first Andross Space Armada battleship, there's a Shield you can grab near its opening. Take it, then fly up and down to dodge the walls. Shoot the yellow portal to open it. You'll find the core of the battleship at the end of the last section of the ship. Destroy the ship by shooting the core or by ramming into it.

Inside the Second Battleship



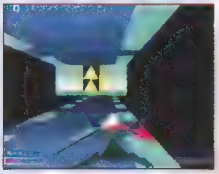
You'll discover a Nova Bomb halfway through the second battleship in the Andross Space Armada. To grab it, turn and do half a barrel roll to avoid slamming into the wall. Watch out! An enemy will appear right after you grab the bomb.

Venom Shuttles



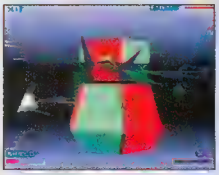
After exiting the second battleship in the Andross Space Armada, you'll fly past several Venom Shuttles before reaching the Core Base. Blast all of the Venom Shuttles, but don't miss the Shield and Recharge Ring between the third and fourth Shuttles.

The Arrows in the Core Base



When you enter the Andross Space Armada's huge Core Base, you'll notice arrows that point up and down. If you shoot them, you can change their directions. Don't do it! It's easier and safer to fly to the top of the screen when the arrows are pointing down, and to the bottom of the screen when the arrows are pointing up.

Melt the Armada's Atomic Base



Deep inside the Andross Space Armada's Core Base, you'll reach a boss (an Atomic Base). To destroy the base, shoot the three red objects rotating

around the walls first, then fly up and down to avoid the electronic beams. If the wall is spinning left, stay on the left side of the screen. If the wall is spinning right, stay on the right side. After you've destroyed all three red objects, the Base opens up and shoots at you. Dodge its lasers and shoot at its middle to destroy it.

Stage 4 Battle Base Meteor

Two Power-Ups in One

There's a large group of poles at the beginning of the Battle Base Meteor Stage. To find a Nova Bomb, stay towards the left side of the poles. Then, fly hard to the right to collect a Twin Blaster.

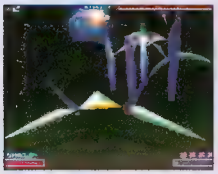
1-Up

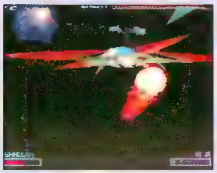
To grab a Battle Base 1-up, fly past the poles at the beginning of the Meteor stage until you reach several huge rocks. Turn left and shoot the Enemy Stalker, then turn right. Once you've passed the rocks, stay to the right and you'll find a 1-up Ring.

Door Number One or Door Number Two

You'll come across a door near the end of the Battle Base stage. Shoot it at the last second to open it and fly through the Supply Ring on the other side. After passing through the single door, you'll find a pair of doors. Go through the door on the left to snare a Nova Bomb. There's nothing behind the door on the right.

Defeat the Battle Base Boss





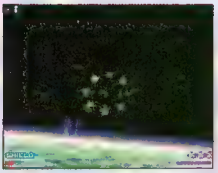
This stage's boss is a long-legged spidery robot named the Insector. To destroy it, take out its legs to knock it to the ground. The Insector will spin toward you, then spin into the background and stand up again. Shoot all of its legs again and they'll turn red. The Insector will then shoot streams of fire at you. Fly left or right to dodge its fire, but continue to blast its red legs. When all the legs are gone, shoot the Insector's body until it's history.

Stage 5 Venom—The Final Goal

Watch Out

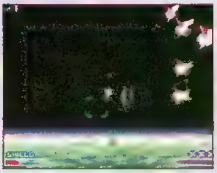
The nastiest enemies in the Venom stage are the surface-to-air missiles that fly toward you. Shoot the missiles before worrying about anything else.

A Nova Bomb Pick-Up



You'll find a ring of eight objects about halfway through the Venom stage. To get a Nova Bomb, fly through the ring and destroy the enemy ship that appears right after it.

Now You See Them, Now You Don't



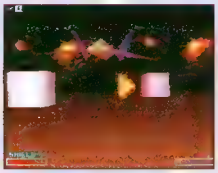
Nearly invisible enemy ships lurk near the end of the Venom stage. When these Silent Snipers begin to attack, shoot at them while they're still invisible, so that you can nail them the second they become visible.

Phantron, the Venom Boss

Phantron splits into three heads at the end of the first Venom stage. All three heads shoot missiles at you. The head that flashes when hit is the real Phantron. Keep firing at the flashing head to destroy the boss.

Stage 6 Venom—The Final Goal

Arrows

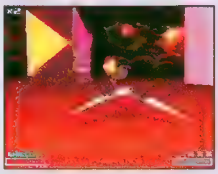


Arrows on the walls in the second Venom stage point to the left and to the right. If the arrow points left, the wall will move to the left as you fly past it. So, if the arrow points to the left, fly to the right of the wall and vice versa if an arrow points to the right. If you shoot an arrow, it changes direction.

Block Out

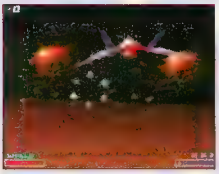
After you pass the first wall in the second Venom stage, white blocks appear on-screen. Stay low and toward the middle of the screen to avoid them.

Nova Bomb



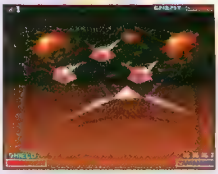
In the Venom stage, you'll uncover a Nova Bomb hidden next to a wall that has an arrow on it. Shoot the arrow to make it point left. This will move the wall left and you'll then be able to reach the bomb.

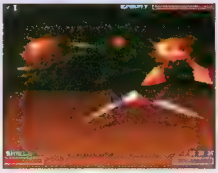
Your Shield Recharge



Near the end of the second Venom stage, there's a group of power-ups: three Rings, a Nova Bomb, and a Twin Flasher. Fly through the Supply Ring in the middle for a Shield Recharge.

Phantron's Back





Phantron's back at the end of the second Venom stage. As before, look for the real head to flash when you shoot at Phantron's three heads. When Phantron's out of energy, it flies around and transforms into a hopping robot. Shoot the robot's body and the missiles it sends after you. Some of the missiles leave behind yellow Energy Supply Rings. When Phantron tries to jump toward your ship, fly to either side of the screen and wait for it to jump back. Once you've destroyed Phantron for good, you're ready to fly into Andross's base.

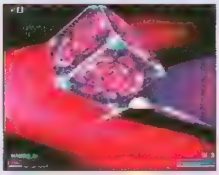
Fancy Flying

Inside the final base, fly straight ahead to soar through the Supply Ring and take the Nova Bomb. Now you're ready to do some serious flying. There's a series of walls in the tunnel. The wall that's farthest out will slide into the tunnel when you fly past. You've got to fly to the other side of the tunnel and do half a barrel roll to dodge the wall.

Andross's Chamber

If you survive the tunnel, you'll enter Andross's Chamber. Andross creates a giant face that spits rotating blocks at you. To discover Andross's true form, you'll have to destroy both of the giant face's eyes. While the face is sucking in air, there's nothing you can do but wait (don't worry, you won't get inhaled). When the face breathes out, it fires blocks at you. Dodge the blocks, and quickly start shooting the face's eyes before he inhales again.

The Real Andross

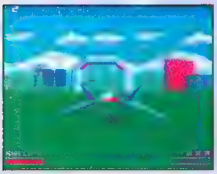


After you've destroyed both eyes on the face, it blows up to reveal a rotating cube. This is the real Andross! Blast him with Nova Bombs and laser beams. If the face reappears, you'll have to destroy it again before you can continue attacking Andross. If you destroy Andross, you win!

Level Two Path

Stage 1 — Corneria—The Base

Twin Blaster



Soar through all four arches at the beginning of Stage 1 and grab the first Twin Blaster inside the fifth arch.

Nova Bomb

There's a trio of arches near the end of the Stage 1. Fly through the first two arches, then do half a barrel roll and fly between the buildings. Finally, fly through the third arch and a Nova Bomb will appear ahead of you.

Corneria's Attack Carrier Boss

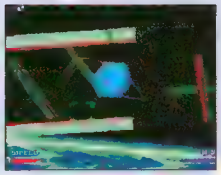
Defeat the Attack Carrier Boss in this second path the same way you did in the first path. Stay low when the Carrier first appears and flies into the background. Climb back up and shoot the right side of the Carrier when it opens and launches ships at you. After you destroy its right side, shoot its left sections as they unfold. After you destroy both sections, the middle of the Carrier will attack you. To destroy it, shoot the Carrier's engine (the small red section on the front of the Carrier).

Stage 2 — Sector X

1-Up

You'll find a 1-up at the beginning of the Sector X stage, right after the first spinning object.

Twin Blaster

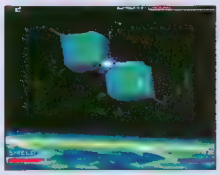


After you grab the Nova Bomb, several enemy ships will attack you. Shoot the small ship to get a Twin Blaster.

It's A-Maze-Ing

Near the end of the Sector X stage, you'll fly through a maze of objects. Switch to a Standard or Approach view to make it easier to see the objects that are in your way. To avoid most of the objects in this area, stay away from the center of the screen when you're flying through it.

Crunch the Rock Crusher Boss



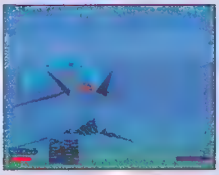
You'll encounter the Rock Crusher on the other side of Sector X's maze. Shoot the red objects on either side of the Crusher first. When you've destroyed them all, a huge piece of the Crusher flies toward you. Fly to the left or to the right to avoid this careening piece, then blow up the spinning Crusher by shooting it in its middle.

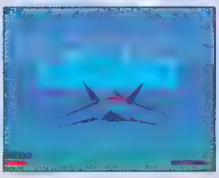
Stage 3 — Planet Titania

Frozen Nova Bomb

Blast the Enemy Stalker at the start of Planet Titania, then fly around the ice boulder to your right. You'll then find a Nova Bomb.

Choose a Door, Any Door





After you pass the Crab Tank and the two laser cannons near the center of Planet Titania, you'll reach three doors. There's nothing behind the left door, a Twin Blaster behind the middle door, and a Weather Control Unit behind the right door.

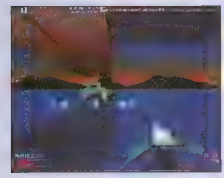
If you go through the left or middle doors, the game loops you back to the Crab Tank and in front of the three doors again. If you go through

the right door and grab the Weather Control Unit, you'll enter the second half of the stage. Your best bet is to go through the middle door once or twice to power up your lasers, then move on through the right door.

Don't Get Crabby

Four Crab Tanks guard the mountain at the end of the Planet Titania. Blast through them to enter the mountain. Before you fight the boss, you'll have to destroy the laser cannons that jump out of the water.

Learn a Lesson From Professor Hanger



The Planet Titania's boss is Professor Hanger. When the Enemy Shield Bar appears in the upper right-hand corner of the screen, Professor Hanger attacks. The Hanger attacks by firing two super-fast missiles at you. Fly to the far left or the far right when the missiles are fired, then fly to the middle of the screen and shoot the Hanger. If your Twin Blaster is powered up, you'll destroy this boss quickly.

Stage 4 Sector Y

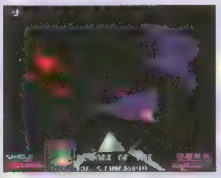
Don't Be Blue

Shoot the orange Atomic Rays at the beginning of Sector Y to turn them blue and to keep them from attacking your ship.

1-Up

When you reach Sector Y's field of Space Amoebas, stay to the right of the screen and you'll find a 1-up Ring.

Don't Shoot!

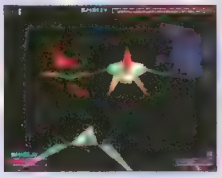


After you pass Sector Y's field of Space Amoebas, you'll come to a huge Stingray. Don't shoot the Ray or it'll attack your ship. Once it attacks, it can't be avoided or destroyed.

A Whale of a Surprise

When you encounter the Space Whale at the end of Sector Y, shoot at it until it drops an Energy Ring, a Twin Blaster, and tons of Nova Bombs!

The Plasma Hydra Boss



After the Whale swims off-screen in Sector Y, the Plasma Hydra boss attacks. To destroy it, shoot the Hydra's hands first. When the hands are gone it becomes vulnerable, so quickly shoot its body. The hands will regenerate, so you'll need to destroy them several times until the arms also disappear. When the arms are gone, shoot the body until the Hydra blows up.

Stage 5 Venom—The Final Goal

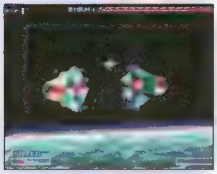
Shoot First, Think Later

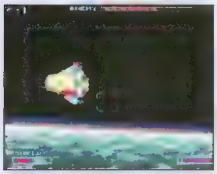
Venom's toughest enemies are the surface-to-air missiles that come flying toward you right out of the chute. Blow up the missiles first, then worry about the other enemies.

Twin Blaster Surprise

At the start of Venom, fly slightly to the left of the screen. If you're positioned just right, a Twin Blaster will appear. Don't be disappointed if you can't pull it off. This one's tough.

Mash the Metal Smasher





At the end of Venom, the Metal Smasher's waiting to make your day. When the Smasher opens up, shoot the objects that appear inside, then shoot the red center that appears on both halves of the Smasher.

When you get close to the Smasher, hit the brakes to fly out of the Smasher before your ship's flattened. After you've done massive damage to the Smasher, it'll begin to retaliate by firing lasers at you. Move to the far left or the far right of the screen to evade the lasers, then just keep shooting until the Smasher blows.

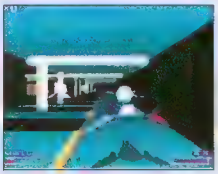
To encounter fewer serpents, stay to the right of the screen. You'll also find a 1-up just before you reach a Supply Ring.

Stage 6
Venom—The Final Goal

Twin Blaster

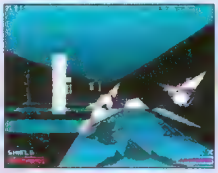
At the start of the second Venom stage, fly to the far left of the screen through three groups of two grey pillars. Turn to the right after the third set of pillars and you'll find a Twin Blaster.

Nova Bomb



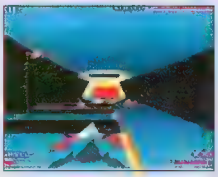
You'll discover a hidden Nova Bomb halfway through the second Venom stage. Instead of flying to the right side of the screen and flying through the Supply Ring, fly on the left side of the screen and dodge both the visible Nova Bomb and the Ring. Turn right once you've passed the Ring and take the Bomb. This one's tough, though, so you might be better off just grabbing the bomb that's on the other side of the Supply Ring!

Watch Your Tail



Near the end of the second Venom stage, you'll be attacked by Air Bikes that fly alongside your ship and ram into it. Hit the Retros to slow down. The Air Bikes will fly in front of you. You can then blast 'em to bits.

Galactic Rider



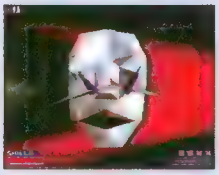
It ain't easy when the Galactic Rider comes into view. Stay to the right side of the screen and wait for the Rider to move away from you. Shoot it as it opens to release two Air Bikes. Destroy the Bikes and the Rider will slow down and try to ram into you.

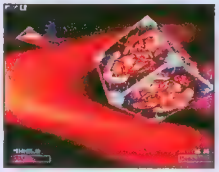
Next, stay to the right side of the screen and wait for the Rider to move. Then, hit the Retros and fly to the left side of the screen. Wait for the Rider to move again, and fly back to the right. The Rider will move away and shoot more Bikes at you. Repeat this procedure until the Rider's done for. Then move on to enter Andross's Base.

Power-Up

Inside the Base, fly straight ahead through the Supply Ring and grab the Nova Bomb. Then, fly up and down to avoid the walls and do half a barrel roll to get the Twin Blaster.

The Final Confrontation





Once you've cleared the tunnel, you'll enter Andross's Chamber. Destroy him the same way you did in the first level. Blast both eyes. While Andross sucks in his breath, hold your fire. Dodge the blocks he expels, then continue to fire at its eyes. After his eyes are destroyed, the rotating cube (the real Andross) appears. Shoot it with Nova Bombs and laser beams. Remember, you'll have to destroy the face again if it reappears. When the cube Andross blows up, you've won!

Level Three Path

Stage 1 — Corneria—The Base

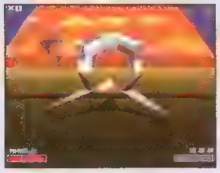
Archway to Heaven

Once again, fly through the first four arches. A Twin Blaster will appear toward the left side of the screen and inside the fifth arch. If you fly through the fifth arch on the right side of the screen, you'll get a Nova Bomb.

Nova Bomb

Just past the two robots carrying an electric tower, you'll find a Nova Bomb. To reveal the bomb, blast your laser cannon after the two robots pass. If you grab this bomb, you won't need to get the tough bomb hidden between a group of buildings at the end of the stage.

Stay Low



Fly low to dodge the falling blue towers near the end of this stage.

Destroy Destructor

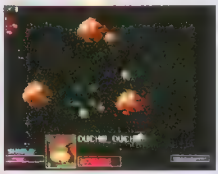
The end of this stage is guarded by a massive tank called the Destructor. It attacks you by simultaneously firing its cannons and sending three spinning shields careening toward you. Destroy the spinning shields by first shooting at the shield that's tilted toward you. When all three shields are gone, shoot the Destructor's cannons.

Stage 2 — Asteroid Belt

Out of This Dimension

To reach a very bizarre area in the Asteroid Belt, see the last page of the insert.

Twin Blaster

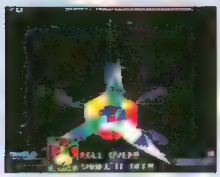


You'll encounter three orange asteroids in a triangle formation just past the two giant asteroids near the beginning of the Asteroid Belt Stage. Fly between the asteroids, and a Twin Blaster will appear ahead of you.

The Joke's on You

During the second half of the Belt Stage, you'll encounter many "laughing asteroids" that will try to ram into you. The enemy will also launch ships from the grey asteroids. Watch out! When you shoot an enemy ship on an asteroid, the asteroid flies straight at you.

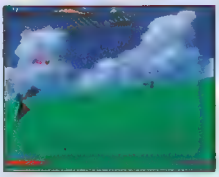
Break the Blade Barrier



Wait for the Blade Barrier Boss to stop spinning, then shoot the missiles to uncover parts of the Barrier. Don't shoot the Barrier itself, or your lasers will bounce back and hit your ship. When the Barrier begins to spin again, it'll try to hit you with a tractor beam. To escape its beam, barrel roll four times. You must destroy all six parts of the Barrier to blow it up, then fly to the far left or to the far right side of the screen to avoid its blade.

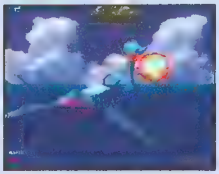
Stage 3 Planet Fortuna

Don't Get Stung



During the first part of this stage, stay high in the air to dodge the giant flowers and focus your firepower on the Bee Fighters. The Bees are the nastiest enemies in the entire stage, because they home in on your ship.

1-Up

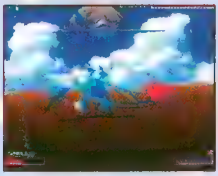


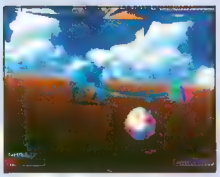
During the second part of the Asteroid Belt Stage, you'll be attacked by fire-breathing flying fish and sea serpents. To encounter fewer serpents, stay to the right of the screen. You'll also find a 1-up just before you reach a Supply Ring.

Nova Bomb

As soon as you pass through the Supply Ring and before the end of the final part of the Asteroid Belt Stage, fly low and left through the arch. If you maneuver correctly, you'll find a Nova Bomb. Remember to stay low to avoid sprouting flowers.

The Monarch Dodra





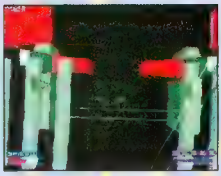
The Monarch Dodra is about the toughest boss in the game. Shoot the Dodra's heads and tails to shorten it, then shoot the body when it begins to flash. When the Dodra walks or jumps toward your ship, brake and fly to the far left or to the far right of the screen until it moves away. When the Dodra is almost out of energy, it shoots fireballs at you.

Stage 4 Sector Z

Instant Supply Ring

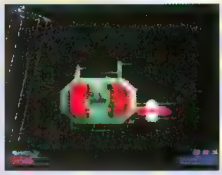
About halfway through Sector Z, you'll come across two squares. Fly through both squares and a Supply Ring will appear in front of your ship.

Don't Get Snared



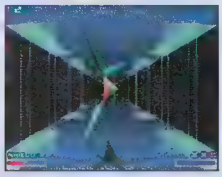
After you pass the Supply Ring, fly down and to the right to avoid most of the wire-frame barriers.

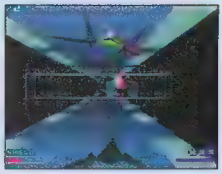
Make a Choice



You can choose one of two routes when you reach the enemy ship. If you fly straight into the ship, you can grab a Nova Bomb, but you'll have to dodge the ship's rotating barriers. If you fly to the far left of the screen, you avoid the barriers, but you'll miss the Nova Bomb.

Hit the Wall

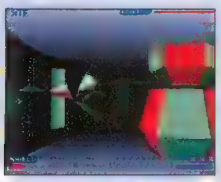




There are two deadly barriers inside the tunnel that leads into the ship. To dodge the barriers, do half a barrel roll and fly left or right to avoid the narrow barrier in the middle of the tunnel. Then, fly to the top of the

screen to avoid the huge barrier in the middle of the tunnel. After you've destroyed the enemy ships, you can fly through the rest of the tunnel until you reach Atomic Base II.

Meltdown at Atomic Base II



To put an end to Atomic Base II, shoot the three red objects that rotate around the walls to disable them, but continue to fly up and down to avoid the Base's electric beams. If the wall is spinning left, stay on the left side of the screen. If the wall is spinning right, stay on the right side of the screen.

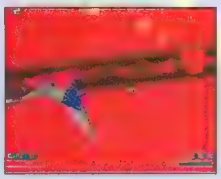
After you've disabled all three objects, the Base opens and shoots at you. Dodge the lasers and shoot at the Base's middle. If the Base closes up, you'll have to disable the rotating objects again to reopen it.

Stage 5 Planet Macbeth

Hidden Twin Blaster

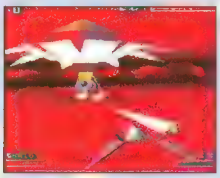
You'll find five grey blocks on the ground in the middle of Planet Macbeth. Fly to the right of the first block, then fly straight ahead. To deflect the laser cannon's beam, do a barrel roll as you fly past the third block, then blast the Enemy Stalker on the left side of the fourth block. Finally, hold down Button R and fly behind the fourth block to find the Twin Blaster.

Watch Out Below



After you pass the grey blocks, you'll fly past craters in the ground and ceiling. Don't fly under the ceiling craters, or you'll be smashed by lava rocks. Do, however, take the Power Shield next to the first ground crater.

Stop the Spinning Core



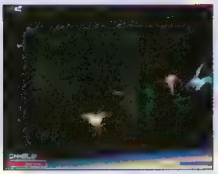
To destroy the Core, shoot the four blinking pieces first. Avoid the lasers and shoot the missiles that the Core launches at you.

After you've destroyed all four pieces, the Core transforms into a spinning top and four balls start to circle around it.

As the Core gets closer to you, fly to the far left and to the far right to avoid the four balls. As the Core moves away, fly back to the middle. Now, shoot the Core's base to damage it. When the Core is almost destroyed, the balls will disappear and it will begin to continuously fire lasers. Use your barrel roll to finish it off with a few more shots.

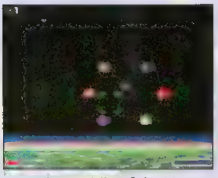
Stage 6 — Venom—The Final Goal

High Stress



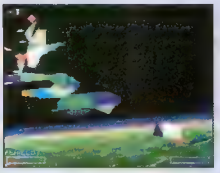
This Venom stage features nonstop missiles. Keep your finger on the fire button.

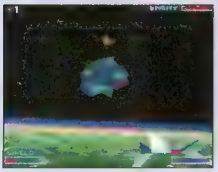
Power-Up



Near the middle of the Venom stage, there's a ring of six laser cannons. Barrel roll through the cannons, then fly straight ahead to get a Nova Bomb, a Power Shield, and a Twin Blaster. You'll also discover a Supply Ring just after the Twin Blaster, but don't go through it. It's better to start the stage over if you crash and burn, so you can pick up the power-ups again.

End the Great Commander





Dodge the Great Commander's lasers, and wait for all three pieces of the Commander to link up. When they're linked, shoot at the red hatches on top of the Commander when you fly past it.

Then, use your barrel roll while turning your ship around to make another attack run. To shoot the hatches, fly to the top of the screen, then dive and shoot. Use your Nova Bombs to destroy the open hatches. If you have four Nova Bombs, you can destroy all six hatches without firing a shot. The more hatches you destroy, the more lasers the Commander shoots your way, so use the barrel roll constantly.

Stage 7 — Venom—The Final Goal

Don't Get Crushed

At the very beginning of Stage 7, climb to the top of the screen and stay there to avoid the rising pillars. Once you're past the pillars, dive to the bottom of the screen. To avoid the white squares in the air, dodge the shadows on the ground, but be sure to look for a Power Shield underneath one of the squares.

Show Me the Way

Again, you run across walls with arrows on them in this Venom Stage. The blue arrows on some of the walls change directions. When you reach one of these walls, wait for the arrow to point in the direction opposite from the side of the wall you're on, then use your speed boost to fly past the wall.

Block Out

When the white blocks begin to appear, fly up and to the left to avoid them. Once you're past the blocks, fly low and pass underneath the white squares.

The Great Commander Returns

It's back...and meaner than ever. The Great Commander transforms itself into a huge robot with a single weak point – a blinking square that opens and closes near the bottom of the 'bot. Blast this weak spot, while avoiding the iron balls the Commander fires at you. If you don't have a Twin Blaster, you're probably out of luck.

Prepare to Meet Your Maker

Once you're inside Andross's Base, fly straight ahead, go through the Supply Ring, and take the Nova Bomb. Use some fancy flying to avoid the walls, and do a half a barrel roll to grab the Twin Blaster.

The Final Battle

Inside Andross's Chamber, you'll encounter the same giant face you encountered in the Level One and Level Two pathways. You must shoot its eyes again to reveal Andross's true form. There's nothing you can do while the face is sucking in air. Wait until it stops, dodge the blocks it fires at you, then begin to shoot again.

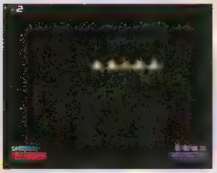
The Real Final Battle

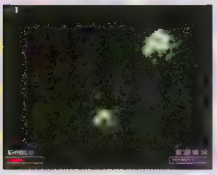
After you've destroyed both eyes, the face blows up and Andross's true form (a rotating cube) appears. Blast him with Nova Bombs and laser beams. When the face reappears, it turns into the face of a devil and constantly shoots lasers and blocks at you. You must destroy the face one more time before attacking Andross again. When Andross blows up, you win.

STARFOX

The Secrets

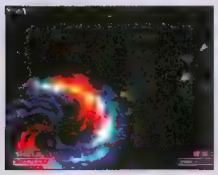
The Awesome Black Hole

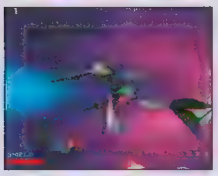


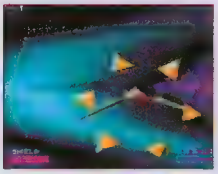


To reach the Awesome Black Hole, choose the Level 1 Path. About halfway through Stage 2: The Asteroid Belt, you'll come upon five rotating asteroids with an orange asteroid in the center. Shoot the orange asteroid and fly through the space it leaves behind. The easiest way to do this is to fly up next to the asteroid and shoot it at the last second.

After you pass through the first set of asteroids, you'll encounter a second and third row of rotating asteroids. Repeat the procedure. After you've flown through the third gap, a laughing asteroid will appear ahead of you. Fly into the asteroid, and you'll be pulled into the Black Hole.





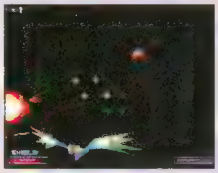


You'll find a 1-up just at the beginning of the Hole. Collect it, and you'll begin to fly past closed Portals and open Rings. Shoot the Portals, then fly through them to collect Twin Blasters and Nova Bombs. Fly through the Rings to warp to one of three stages. The first Ring takes you to Level 1: Venom – The Final Goal. The second Ring warps you to Level 3: Sector Z. The third Ring goes to Level 1: Venom – The Final Goal. The fourth Ring leads to Level 2: Sector Y.

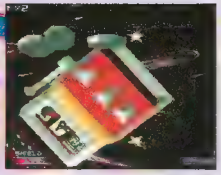
Character Test

Just for fun, you can check out the different enemy characters. Nail a score of 15,000 or more, then enter the Continue Screen. If you have one credit left, press any direction and Button B or Y on Controller Two, and an enemy character will appear on your screen. Continue to use Buttons B or Y to scroll through the different enemy characters. Use Controller One to scale, rotate, and control the character on-screen.

Out of This Dimension



For another asteroid detour, journey to Stage 2: The Asteroid Belt in the Level 3 Path. About 30 seconds into the stage, you'll encounter two huge asteroids with craters on their surfaces, first on the left, then on the right. Shoot the asteroid on the right (you may need to use several Nova Bombs) and it will explode. A giant bird will appear. Fly into the bird, and you'll be sent to a strange stage called Out of This Dimension.



Play through this odd Dimension until you reach a giant slot machine. Shoot the handle of the machine to make it spin. If the blue light below one of the wheels lights up, shoot it to "lock" the wheel for the next spin. A good spin wins you coin power-ups that increase your Shield. A bad spin makes the machine shoot missiles and lasers at you.

If you spin three 7's, the slot machine will explode and you'll get the game's ending credits, but the game won't be over. Shoot the letters of the words "THE END" to turn them all orange. When you do, you'll get to shoot them again, and again, and again!

Voyage to the hidden Dimension!

Defeat Andross and save the Lylats.

Tons of tips, tactics, and strategies for every Level of the game.

Find the path to the Black Hole!

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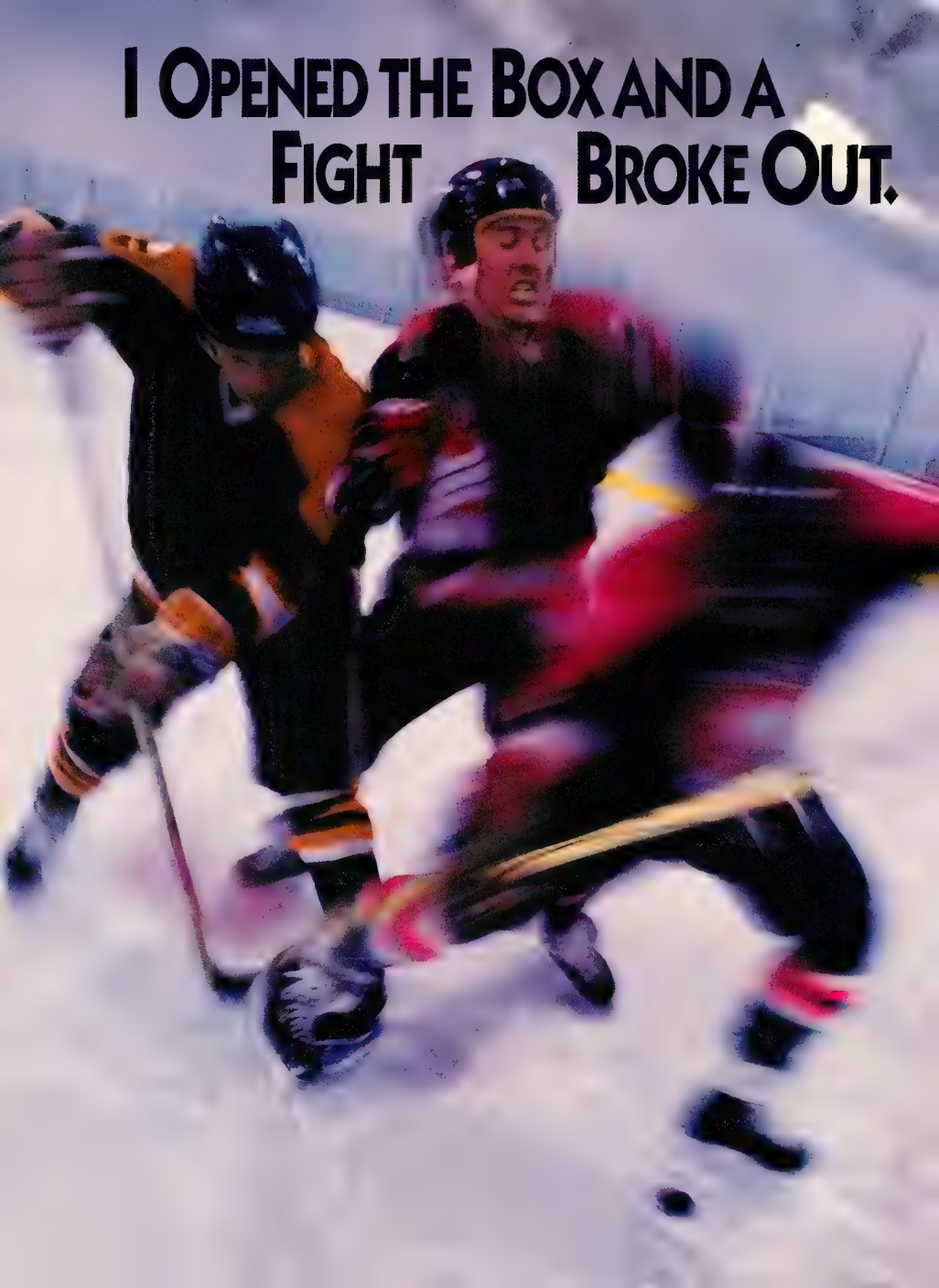
I OPENED THE BOX AND A
FIGHT BROKE OUT.

So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action.** I reach for my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAAA!

Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start ***shredding*** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!

They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now

I'm in control of this game.

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!

SUPER SLAP SHOT™ Bust one open.

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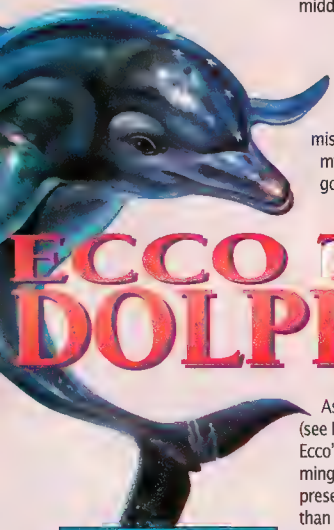
ECCO THE DOLPHIN



By the Unknown Gamer

Of late, games ported over to the Sega CD from the Genesis have been a big ho hum. Not so with Sega's answer to Flipper, Ecco the Dolphin. Ecco was meant to star on disc, and he's ready to make a big splash on the Sega CD.

A Whale of a Game

At first glance, Ecco the Dolphin doesn't look like anything new or different, but wait until you get your first listen! Pull out your headphones, strap 'em on, and get ready to experience the new and improved Ecco the Dolphin, Q-Sound style.

Ecco's up to most of his same old tricks. During the middle of a frolic in the surf, his friends and family were whisked away by a freak storm. Now Ecco's a porpoise with a purpose, out to find his missing pod and solve the mystery of some strange goings-on in the ocean.

As in the Genesis version (see ProReview, February '93), Ecco's odyssey has him swimming through oceans past, present, and future in more than 33 huge multi-scrolling levels of undersea action/adventure gaming. The CD's graphics aren't noticeably different from those on the Genesis, but *they* were excellent. You'll also discover that there are five new levels, and some surprise enhancements in various areas of the game.

PROTIP: Visit the library.

Sega CD Game ProFile

Ecco the Dolphin

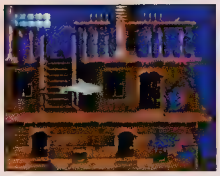
(By Sega of America)

The CD version of Ecco the Dolphin's an even more well-rounded game than the original. The disc has everything that made Ecco the Dolphin Genesis play swimmingly, plus some cool enhancements, including just about the best game music we've heard to date on disc.

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.5	4.5	INT. Intermediate

$49.99
Available now

Action / Adventure
One player



Ecco must now swim through a graveyard filled with wrecked ships.

What really gives this version of Ecco a fin up on the original is the beautiful and haunting music and sounds. Q-Sound creates a surround-sound effect that's especially cool in stereo and even better with headphones. The ambiance created by the music and the sound effects, such as splashing water, Ecco's squeak of pain, and the creaking of wrecked ships, combine to make the Ecco the Dolphin CD more than just a game – it's an experience!

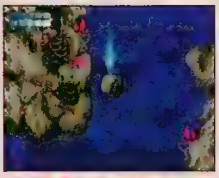
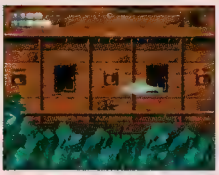


Photo: Radio and Invaders that worked in the Genesis version of the game work here, too (except passwords). (See GamePro's Ecco the Dolphin ProStrategy Guides, May, June, and July '93).

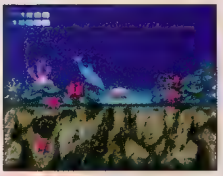


PROTIP: Watch out for that leeches out of the portholes in the sunken ships. It's tough on a dolphin's tender hide.

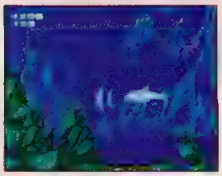
Dolphin Safe

Friends of Ecco will find that the CD enhancements flow nicely into the familiar game play.

Although Ecco's controls are easy to master, the game is very challenging, and beginners may flounder. You become a dolphin and swim, leap, frolic, eat fish, return to the surface to breath, and generally do everything real dolphins do. This sounds easy enough, but the undersea obstacles that stand between Ecco and his pod require some painstaking game play. You don't need to be Jacques Cousteau to enjoy it, but if you lack patience, Ecco's not for you.



PROTIP: If you reach an area where it seems there's nowhere to go, search for shells or rocks that you can move or push. These can be used to alter currents or break through blocked passageways.



PROTIP: When you enter a new area, use your sonar to quickly locate the air pockets and the shells that provide health. That way, you can explore and still know where to go when you're low on air or health.

Nothing Fishy Here

Ecco the Dolphin for the CD takes a great game and improves it with extra levels and a spectacular sound track to create an entirely new experience. This is one game that's worth buying on disc, even if you already have the cartridge version. Ecco is definitely CD-worthy. G

You've got to be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.

Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.

Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.

In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

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CAPCOM

SEGA CD ProReview

By The Tummynator

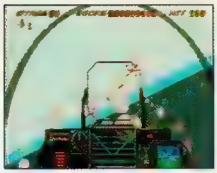
The F-14 Tomcat is your fighter of choice. You won't find anything in the air, except for lightning, that's as dangerous, as cunning, or as powerful. Now you're being asked to ride the bolt and blow the opposition out of the sky. Can you handle that kind of power? If you try, you'll fry in this limited Sega CD title.

PROTIP: Whenever you're being attacked from the ground, sweep left to right with your missiles.

Top Gunning

After Burner III by Sega is a one-player shoot-em-down that requires nerves of steel and a little imagination. The sound is airborne, but the graphics are still in the hangar.

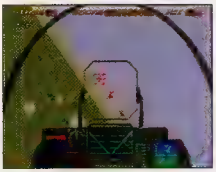
You fly an F-14 Tomcat, one of the most advanced fighter planes the military world has to offer, from a dual perspective (in the cockpit, and behind-the-plane). Your mission? Why, all you really have to do is blow every flying, non-biological shape from the sky, and nothing more. You're not responsible for landing your plane or refueling it, like you were in the previous Genesis version. You'll use your machine guns and missiles (both in limitless supply), and occasionally you'll have to outrun a bogey on your tail with your After Burner Boosters. It's all in a day's work for a sky jockey like you.



PROTIP: Forget the machine guns. Missile action is the only effective answer to this military scenario.

It's Plane to See

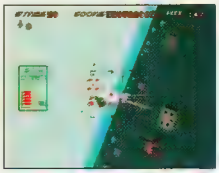
This game looks and plays a lot like the others in the After Burner Genesis series. You'll see the same repetitious graphics, the same indistinguishable opposing fighter planes, and the same weapons (a standard machine gun, missiles, and After Burner Boosters). Each background changes color, but only with a negligible change in ground cover.



PROTIP: The minute you see multiple fighters on your screen, pull a hard left or a hard right to lock on a number of fighters at once. Then, let loose with your missiles and you'll easily avoid any attack they send your way.

What really sets this game apart are the almost unbelievably crisp music and sound effects. There are some awesome tunes, and the voice-over at the beginning is as sharp as anything you've heard on the Sega CD. You'll even hear the pilot yell "Whoa!" every time a missile gets too close for comfort.

Feel the need for speed? It's in this game, especially when things get hairy on the screen. You'll pull barrel rolls cleanly and weave from side-to-side without slowdown. Although speed usually makes everything a blur on the screen, you won't be so lucky in this CD game.



PROTIP: When you've got a fighter on your tail, slow down, pull to the right or the left, then slam the afterburners and zigzag across the screen. This evasive action will prevent the opposing pilot from locking onto you.

Aftertaste

As for challenge, getting to later levels is no problemo, and the number of continues makes this game fairly easy. The challenge is simply staying awake while you fly through the same action and scenery over and over again. It's like flight crew *déjà vu*.

If you're into great speed and sound, this CD is just right for you. You'll fly, you'll soar, you'll wail along with the tunes, but eventually you'll come back down to Earth. G

Sega CD Game ProFile

After Burner III

(By Sega)

Speed demons may find the wind beneath their wings, but they'll be hellishly disappointed with the graphics in this cart. This crash-and-burn does sport some of the coolest music around, although that may not be enough to make it fly.

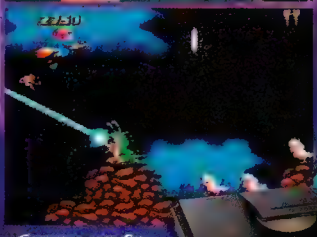
Graphics	Sound	Control	FunFactor	Challenge
3.5	5.0	4.0	3.5	Adjustable

$49.99
CD
Available now

Shoot-em-up
One player

FANTASTIC NIGHT DREAMS

COTTON



WAIT TILL YOU SEE WHAT THESE GIRLS CAN DO WITH THEIR HANDS.

COTTON AND SILK. THEY MAY LOOK SWEET AND SEDUCTIVE, BUT THEY'RE AS GENTLE AS A JACKHAMMER IN A FIGHT.

TO SAVE THE WORLD FROM AN EVIL MIST, THEY'VE GOT TO BATTLE POSSESSED FOREST CREATURES, DEMON WARRIORS AND THE LIVING DEAD.

IT'LL TAKE ALL THE SPEED AND SKILL YOU CAN MUSTER - BECAUSE ONCE YOU MEET THESE TWO, YOU'LL DEFINITELY HAVE YOUR HANDS FULL.

SUPER GRAPHICS

By Toxic Tommy

It's time to rise up from your graves, lowbrow monster movie fans! If you're a horror-film buff who thinks Frankenstein and Dracula are too "classic," and Alien and The Terminator are too high-tech, Konami's got an SNES game for you!

Zombies Ate My Neighbors is an action-packed, monster-mashing shoot-em-up. One or two players shoot, scoot, and grab the loot as Zombies and other cartoony horrors chase you through 48 lengthy labyrinthine levels, plus seven hidden bonus levels!

The Little Cart of Horrors

As in the low-budget horror flicks to which this game pays tribute, the story line is simple and sinister. The weird Dr. Tongue has brought a bunch of B-movie monsters back to life, and they've infested your neighborhood. You're a teenage monster-hunter who must eradicate the fiends before they consume your neighbors, and then you must...err, lick Tongue.

It's Zeke and Julie versus the monsters.

PROTIP: Here's an oldie: Study the opening demos. They're chock-full of valuable zombie-zapping strategies and tactics.

Creatures Featured

Arcade veterans may recognize the hoary skeleton of Zombies. It's Robotron, a fast-paced shooter noted for its ¾-overhead perspective, 360-degree kill zone, and overwhelming odds against survival.

Zombies Ate My Neighbors evolved with those features intact, except that its graphics are dynamite. You'll get a major kick out of the nicely detailed, cartoony sprites, which represent just about every sci-fi/slasher/horror film ever shown on the silver screen.

Naturally, the Zombies take center stage. They're everywhere. But Gillmen, Pod People (who look like you), Chainsaw Maniacs, Evil Dolls, Mummies, and bug-eyed Spacemen will revive fond memories of such late-night TV fare as *The Creature from the Black Lagoon*, *The Blob*, *The Texas Chainsaw Massacre*, and *Flying Saucer Men from Mars*.

PROTIP: If a Blob slimes you, you're damaged, but also temporarily invincible.

Zombie's sounds are slick and sick. Creepy creatures babble incoherently, werewolves howl ferociously, and your neighbors cut loose with horrific screams whenever they become Zombie feed. The old-fashion, melodramatic background music is campy, but catchy.

Monster-Mashing Moves

The pix and the sounds aren't the only things that make Zombies a winner. The game's crisp controls enable you to stop and turn on a dime (or some slime). Your characters are swift, and they can weave through the monstrous hordes with great open-field moves by using cutbacks and body fakes.

Your unusual weapons are imaginative. They're mostly nonviolent objects, until you use them against monsters. For instance, your standard side arm is an Uzi water gun,

SNES Game Profile:
Zombies Ate My Neighbors
(by Konami)

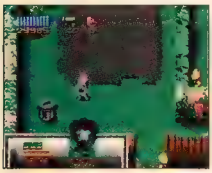
Fast shoot-em-up action, 48 lengthy levels, seven bonus rounds, and monsters, monsters, monsters make this cart worth its weight in blood money. Go ahead and Zombie out!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	INT. (Intermediate)

Price not available
8 megs
Available September

Shoot-em-up
Two players
Passwords

which squirts monster-zapping sprays of H_2O. Along the way you find Tomatoes, Soda Six-Packs, Crosses, and Clown Balloon Decoys. A Bazooka is the only concession to Army Surplus freaks. An easy-to-use inventory display enables you to quickly cycle through your cache of weapons and gear.



PROTIP: Bazookas can blow through cracks in walls, bust through weak spots in hedges, and knock down doors. As a teenage werewolf, you can do the same.

PROTIP: Don't panic! Save life-restoring First Aid Kits until you absolutely need them.

PROTIP: Silverware and Plates destroy Mummies.

PROTIP: Destroying Snakeoids on Level 18 reveals Skeleton Keys.

Potions are primo protection. You can score temporary invincibility as the "Ghost Kid" or recharge your life meter. You can also turn yourself into a temporary teenage werewolf, which enables you to bust down doors, break walls, and destroy all monsters.

You are a teenage werewolf!

Don't Loose Your Head

In this game, the prize doesn't necessarily go to the quick fingered. Strategy is also paramount, so you must learn to keep your head (and your other body parts) about you as the monsters continuously chase your tail. On each level, you must save at least one member of a motley bunch of suburbanites, such as a Cheerleader, a Baby, and a Backyard Barbecuer, or the game's over.

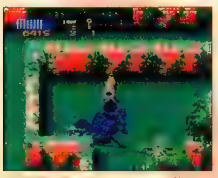
You start out with 10 suburbanites per level, but that per-level total drops every time a monster eats a victim. Moreover, the potential victims are usually surrounded by mind-bending, maze-like terrain. Passwords make the challenge easy to swallow, but you only get three lives.

PROTIP: Score 40,000 points and save 10 victims to earn an extra life.

PROTIP: Warning! Tourists become Werewolves after dark.

Your parents may have thought you were rotting your mind, but now all that trivial monster lore you've absorbed through the years takes on tactical value. For instance, Werewolves abhor silver, and Blobs hate anything cold.

PROTIP: Clown Decoys are the best defense against Chainsaw Maniacs.



PROTIP: The Bazooka eradicates Purple Plant Monsters, Ants, and Chainsaw Maniacs.

It's a Graveyard Smash

If you went to the drive-in just to watch the movie...okay, you're lame...but at least you're someone who can best appreciate the spirit of this cart. You'll have a ghoulishly good time. Zombies Ate My Neighbors is one of the best things to happen since...well, Zombies ate my neighbors! G

SUPER NES PROREVIEW

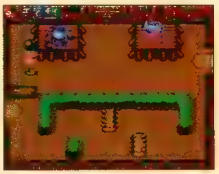
By Scary Larry

Although Capcom's Goof Troop is not a showcase Disney game, it does contain some surprises. Its light game play and Goofy graphics make it perfect for new gamers.

Up on the Goof

Goof Troop is a one- or two-player (simultaneous), 3/4 overhead-view action/adventure game that so closely resembles Legend of Zelda for the SNES you'll expect to see Gannon, not Keelhaul Pete, at the end. It's not nearly as fun as Zelda, unfortunately. In fact, during the simultaneous game play you sometimes find yourself on another screen because your partner has travelled onto the next screen, which automatically pulls you over with him. It can get...well...kinda Goofy after awhile.

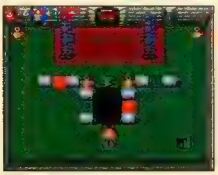
Keelhaul Pete is up to his old pirating pranks, except this time he's crossed paths with the Goofinator. Goofy and his son Max, along with some friends, were hauling along on the open ocean, fishing, and having some fun, when Keelhaul Pete kidnapped some of the crew. Now it's up to Goofy and Max to rescue them.



PROTIP: Position yourself to the left of the second stage's pesky cannon, and constantly move around. Otherwise, you'll find the cannonball express heading straight towards you.

You'll travel across five stages, including Pirate Island, Keelhaul's ship, and a castle fortress. These strongholds are guarded by the craftiest of henchmen, such as pirates who bellow fire, throw bombs, and fling cutlasses at you. What's a gallant Goofy to do? Well, for starters, you can pick up and throw almost anything. You can also kick blocks into enemies. Along the way, you'll find items that will enable you to scale pits, cross broken bridges, and light dark passages.

PROTIP: To quench the Stage Two Boss's fire, stay to his left or right and keep your hands raised. His henchmen will launch barrels at you, which you can catch and toss back at the boss.

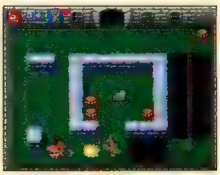


PROTIP: Remember, you want this door to O-P-E-N.

Most of the time, you simply try to stay out of harm's way. You can do this by opening doors – some require keys, some require brainteasing puzzle prowess, and some you trigger by wasting all the enemies on the screen. Sometimes, it takes a combination of all three. It sounds intimidating, but even the Goofiest gamers can master the easy controls, plus there are tons of 1-ups on hand.

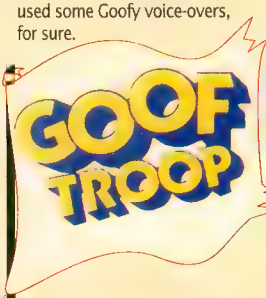
Goofy Graphics

Goof Troop's cartoon graphics are pretty good, but not great. The animation is clean and fast, giving an all-out action pace to the game. The colors are bright and fun, and the bosses, although by no means screen-busters, are well animated.



PROTIP: With the grappling hook you can stun some enemies and knock others backwards into pits or into water.

The quasi-reggae soundtrack is cool, so don't turn the volume down. It's not great enough to make you want the CD, though. The cart could've used some Goofy voice-overs, for sure.



The Goof Will Set You Free

This game is not easy by any means. With some adult guidance, however, even the youngest gamers will enjoy it. Experienced gamers beware! You'll think you can bust Goof Troop in no time, but some of the puzzles are harder than they look. It's a lot like Goofy himself...not good to look at, but a key player nonetheless. G

Super NES Game ProFile

Goof Troop

(By Capcom)

Goof Troop shouldn't be judged by its cover, but rather by its tricky game play. Although this Zelda Link-a-like won't hold experienced gamers for too long, it's still a charmer.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	Adjustable

Price not available
8 megs
Available September

Action/adventure
Two players
Passwords

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Operation Logic Bomb

by Art Gecko

Looking for an action game with plenty of weapons and shooting, yet still an engrossing adventure? Jaleco's Operation Logic Bomb serves up just such a mix. Sharp, detailed graphics and an ultra-hip soundtrack create the perfect atmosphere, so plug in and power up!

Ground Zero

Red Alert! There has been a hostile takeover of the top-secret Subspace Particle Transfer Project Facility. All communications have been cut off, and it's feared that the technology being researched (Interdimensional Teleportation) has fallen into evil alien hands. Only agent Logan, a bionic super-soldier with superior strengths, reflexes, and analytical abilities, stands a chance of infiltrating the highly fortified compound to neutralize the intruders, rescue captured scientists, and save the Lab. If he fails, nuke the entire installation!

SNES Game ProFile

Operation Logic Bomb

(By Jaleco)

Operation Logic Bomb is an interesting blend of shooting action and trial-and-error maze exploration. Sharp graphics and sound are the highlights of this extensive, 10-level action/adventure.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	INT.

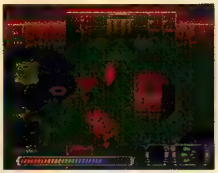
Intermediate

Price not available
8 megs
Available now

Adventure
One player
Continues

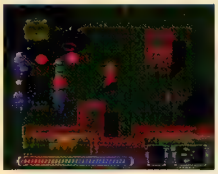
You, as Logan, make your way throughout 10 stacked levels of sealed rooms and locked doors. You'll need to destroy all the enemies on each level of this one-player game before a door will open to advance you to the next level. Sometimes you may even need to go back a few levels to continue on to higher levels in the game. You view all this action from a ¾ overhead perspective.

Each level is packed with various alien henchmen out to scrap your metal hide. Each type of enemy, such as robots, dragonflies, and other alien creatures, moves and attacks in a specific pattern, so it's easy to customize your defense and offense accordingly. Fortunately, you start the game with a single- and triple-shot laser, but only a limited power supply. Once your power runs out, you must start over at the beginning of the level you're currently on. There are only three continues, so make the most of your time. Five additional weapons (flamethrowers, reflecting lasers, homing missiles, holographic decoys, and time-delay mines) are yours for the taking, that is, if you can find them throughout the levels.



PROTIP: Red robots only attack horizontally or vertically. Take 'em out safely by attacking them from an angle.

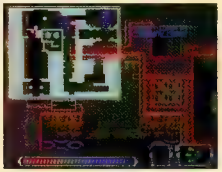
PROTIP: Red robots can move only within a specific area. Sometimes it's just as effective to skirt around them rather than taking 'em out head-on.



PROTIP: Blue robot sentries are immobile and fire in a clockwise or counterclockwise pattern. Use your triple-shot laser to take out several at one time.

Log On

Perhaps the most effective weapon in your arsenal is your ability to hook up with the various Data Terminals scattered throughout each level. Data Terminals are capable of doing one of three things: providing a detailed map of the current level, restoring your power meter, or replaying a video recording of the alien takeover and hinting at how to defeat the aliens on that level. Use the map to find your way to the Transporter to the next level.



PROTIP: Active Terminals are indicated by a flashing light. Some inactive Terminals may become activated by destroying nearby enemy forces.

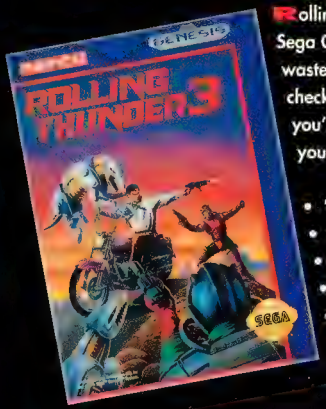
PROTIP: You must destroy the enemy alien guarding the Transporter before you use it.

Explosive Entertainment

Operation Logic Bomb features excellent, fully rendered graphics. On-screen details and shadows create a believable sense of depth. The controls are easy to learn and extremely responsive to the action. For the most part, game play is challenging, mainly because of its lack of 1-ups and extra continues. The enemies aren't very difficult to take out. However, their sheer number turns it into a formidable task. Sharp stereo music and sound effects round out this solid game.

Although the shooting action isn't overly intense and its challenge isn't too daunting, Operation Logic Bomb provides a balanced mixture of the two. The captivating graphics and story line keep gamers hooked long enough to find out what happens in the end. Does Logan save the day? Log on and find out. G

WE'LL BLOW YOU AWAY!



Rolling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

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- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!

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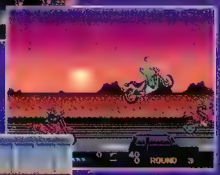


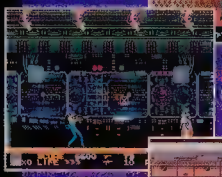
Take a ride on the wild side!

Break out the heavy weapons!

Wax the wimps!

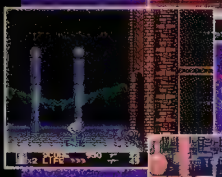
Hunt down terrorists in exotic locations!

Shoot at an angle!

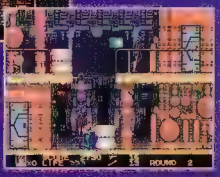


Meet weird green guys and shoot them!

Fly fire-less!



Annihilate robot watch dogs!



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SUPER NES PROREVIEW

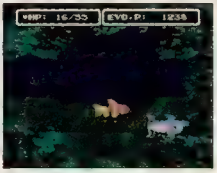
By Scary Larry

You've seen simulation games that ask you to build cities, worlds, and even space colonies. Now Enix has a game with an interesting new concept – you need to build *you!*

Workin' on the (Food) Chain Gang

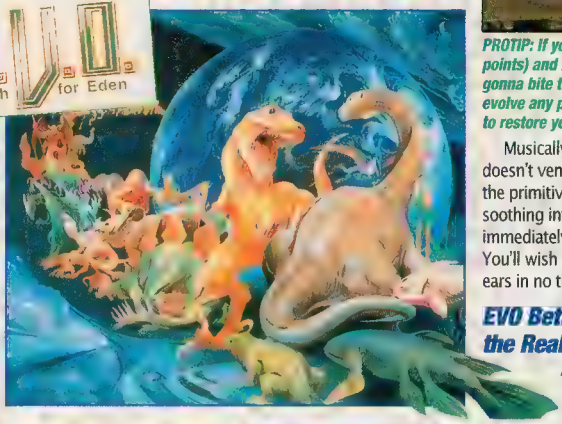
EVO is a one-player, side-scrolling, semi-RPG that crawls all too slowly up the evolutionary ladder. You begin as a fish and end as whatever you've evolved into. To evolve, you must collect EVO points, which enable you to buy items like horns, powerful jaws, and adaptive dorsal fins. To get EVO points, you must kill and eat other creatures, lots of creatures! This game is survival of the fattest.

The reward for evolutionary excellence is Gaia, the third daughter of the Sun. Gaia has been granted the ability to create "Life," and she must find her destined mate among these living creatures. (Talk about a fishy choice).



PROTIP: To beat Kuraselache, the shark king of the first world, lure him into a rock. When he gets squashed, bite him from behind.

There are five stages, which start on the World Before Land, through the Ice Age, and into the Early Man stage. Each stage is guarded by a boss, which can prove formidable. Although the game play can get monotonous, it's interesting to see what works best in different settings. For instance, will a Dual Horn and Jumping Dorsal Fin work best against the Queen Bee, or should you go with an Armored Body and Thorny Spring Tail? It's up to you to find your best battle tool.



Don't Get EVO-lved

Sometimes the best defense is to let evolution pass you by. As you move through the game, you can store an evolved creature with the game's battery backup. Later, you can eat a Green Crystal to bring the stored creature back for a limited amount of time. More help is available from Blue Crystals (enormous amount of EVO points), Red Crystals (evolve into a special creature for a short time), and Yellow Crystals (advice-givers).

PROTIP: Save EVO points, and always develop your jaws first. The most powerful jaws will easily put the bite on most creatures.

PROTIP: Put the sting on the Queen Bee by jumping, using the Jumping Dorsal Fin, and biting. Avoid her stingers, which she throws in a pattern.

It's too bad there are no speed-up Crystals. The movement of your character can get as sluggish as a melting glacier, especially when you haven't developed your fins yet.

The Theory of Convolution

The graphics in EVO have not progressed as far as the inhabitants of the game. The squashed, cartoony character sprites don't take up much screen space, and the backgrounds within the different stages are suspiciously similar. The bosses are not very large either, although they are very tough to beat.

PROTIP: If you're low on HP (hit points) and it looks like you're gonna bite the primordial soup, evolve any part of your creature to restore your HPs.

Musically speaking, EVO doesn't venture very far past the primitive. There is some soothing intro music, but it immediately turns annoying. You'll wish for undeveloped ears in no time.

EVO Better Than the Real Thing

Although the evolution of the planet probably took less time than finishing this game, you glean some valuable facts about the history of life on Earth, like how long the Fish Age lasted. Not all of them are accurate, of course, but then again this is not National Gameographics. If you have fun watching things evolve, maybe you'll like EVO. Otherwise, it's a great way to look like you're doing your homework. G

Super NES Game Profile

EVO: Search For Eden

(By Enix)

Evolve from a fish into weird new creatures on your struggle for survival. Although this game has an interesting concept, the sluggish game play and average graphics may make you return to the caves.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	INT. Intermediate

$67.95
12 megs
Available July

RPG/Simulation
One player
Battery Backup

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By Stormin' Norman

If you've ever dreamed of being Commander-in-Chief of the Pacific fleet during World War II, it's time to test your mettle. Koei is looking for a few good generals and admirals in Pacific Theater of Operations (or P.T.O.), an excellent thinking man's war game for the Super NES.

A War Room in the SNES

In traditional Koei fashion, P.T.O. is a historically accurate World War II simulation that is perfect for grognards (die-hard war game enthusiasts) and game strategists everywhere. This cart shies away from blood-and-guts action and instead focuses on strategy and tactics. As the Supreme Commander of either the Japanese or the Allied Forces, you command 16 fleets, hundreds of aircraft, and thousands of soldiers. As in real life, the U.S. has the upper hand, but either side can triumph.

The game consists of nine scenarios, and each has goals and victory conditions. The first scenario covers the entire Pacific Campaign during WW II and can literally take weeks to complete! Scenarios two through nine recreate individual battles and events, such as the bombing of Pearl Harbor and the Battle of Midway. You can play against the computer or a friend, with 10 available difficulty settings.

PROTIP: Rest. Your fighting men need it to be effective in battle, especially during the long first scenario.

PROTIP: Plan your resource decisions ahead. If you know you're going to be involved in a lot of dogfights and will be losing some aircraft, build them up before the battle to have a fresh supply for your next encounter.

From the Top

P.T.O. distinguishes itself from other military sims by merging two styles of game play: strategic command decisions of the highest level and tactical maneuvers during battle. On the strategic level, you control the army, the navy, the air force, and even the civilian population as a whole. You manage the budget, invest in industry, develop new weapons, implement a draft, and more. The vast number of excellent resources are easy to manage, and realistically affect the outcome of the campaign.

PROTIP: When at sea, buy some time using scout planes to get a long-range reading.

On the tactical level, you can order your ships to attack, defend, or retreat in battle. Alternatively, you can delegate these responsibilities to subordinates and let them fight it out for you.

PROTIP: Unless you're an expert, delegate your responsibilities. You can't keep up with everything, especially in battle.

The Big Picture

P.T.O.'s methodical game play is turn-based (you attack, then your opponent attacks), and the interface is fairly easy to use. A menu tree displays all available commands, and selecting destinations and targets is a simple matter of cursor movement. However, entering numbers is painstakingly slow, since you always start from one and work your way up.

War games don't need to be flashy with their graphics. P.T.O. gets the job done, but not much more. Sometimes you'll confuse carriers with other ships, but otherwise the units are distinguishable. The map lacks glitz, but it's loaded with information.

The audio is pretty much a loss. The combat sounds are good but the light-hearted, bouncy music is hardly appropriate for a war game.

Drafted for Combat

If you fancy yourself as Douglas MacArthur or Isoroku Yamamoto, P.T.O. is your chance to win it all for your country...or go down in a blaze of glory. G

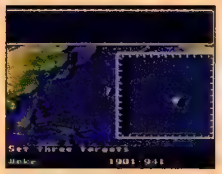
P.T.O.

Control freaks who love to execute the perfect war plan should check out P.T.O. A smooth interface and painstaking attention to detail make it one of the best traditional war sims on the SNES.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	4.0	4.5	ADJ.

$69.95
12 megs
Available July

War Simulation
Two players
Battery backup



Working within the scenario objectives, you choose specific targets on the map.

Now, NES players have a Mighty good reason to Fight.

When the Mad Gear Gang kidnaps Jessica, Mike Haggar, Cody and Guy must survive 5 deadly levels full of punks, wrestlers and samurai swordsmen to rescue her. Their weapons: knives, throwing stars and giant hammers. Their fighting moves: Haggar's famous jumping pile driver, Cody's unstoppable uppercut, and Guy's lethal flashkick. If you have to pick one fight on your NES, this one's a real knockout.

Haggar gets the jump on a goon with his high-flying jump kick.

Few opponents are up for the damage of Cody's devastating uppercut.

A bottomless pit awaits the victim of Guy's flashkick

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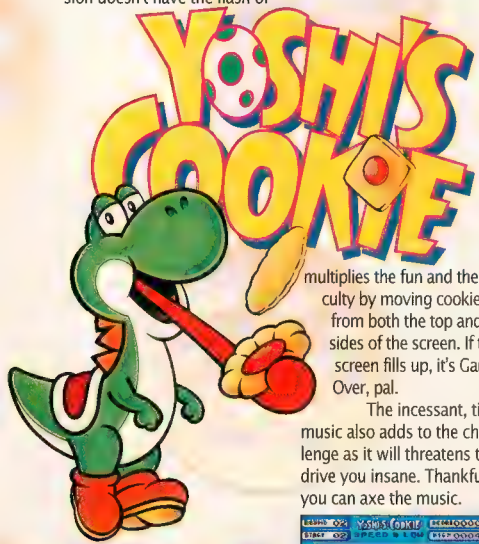
CAPCOM

NES ProReview

By Marvin Kubeczech

Everyone knows Yoshi is Mario's dinosaur pal. If you check your trusty Japanese-English dictionary, however, you'll find that the word "yoshi" also means "good" in Japanese. Yoshi's Cookie for the NES easily demonstrates that it's appropriately named. Although this Nintendo version doesn't have the flash of Bullet-Proof Software's SNES cart (see ProReview, June '93), it packs enough brain-massaging fun to satisfy even the most probing puzzle player.



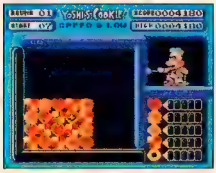
A Cookie for Your Thoughts

The premise is the same as that of Tetris – match up identical shapes (in this case, six types of cookies) to make them disappear. But, unlike Tetris's falling shapes, Yoshi's Cookie multiplies the fun and the difficulty by moving cookies in from both the top and sides of the screen. If the screen fills up, it's Game Over, pal.

The incessant, tinny music also adds to the challenge as it will threatens to drive you insane. Thankfully, you can axe the music.

PROTIP: If you're down to two rows, always slide one row across the other. There may be matches that you don't see readily.

Your task in Yoshi's Cookie is to clear the screen by creating rows and columns of identical cookies. The game's effective controls enable you to quickly move cookies vertically or horizontally by simply positioning a cursor and pressing a directional button.



PROTIP: Whenever a new round starts, target rows or columns that are only missing one or two cookies.

The Way the Cookies Crumble

There are two game modes to tempt you, a lengthy one-player mode and a tough two-player, head-to-head mode. Both modes deliver a satisfying challenge.

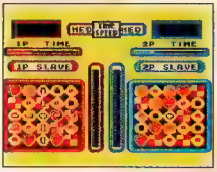
The massive one-player mode whips up 100 levels, 10 rounds per level. Fortunately, a wild card, called a Yoshi Cookie, appears each time you eliminate 15 cookies. This cookie matches up with any other cookie.

If you manage to solve all 100 single-player levels, Mario pops up with a code that accesses an Expert's game. Here cookies are replaced by images from your favorite Mario Bros. games, such as ghosts and turtle shells. A warning: Expert's extra challenge is partly due to the difficulty in distinguishing one character from another. However, for the most part, Cookie's graphics are adequate.

PROTIP: Here's how to enter the Expert bonus game. At the Menu Screen, set the music to Off, set the speed to High, and select Round 10. Then, press Up and Select.

PROTIP: With only a few cookies left on-screen, you might have to quickly reposition cookies if a Yoshi Cookie comes floating in. It automatically links up with the first cookie it touches, and you might miss a game-winning match.

Two-player mode is an on-screen race to see who can eliminate 25 lines of cookies first. For added excitement, you can stack five Yoshi cookies and disrupt your opponent's game – or your own! The CPU continuously cycles through five acts of sabotage, and, depending on what action is in effect when you line up your Yoshis, you can scramble an opponent's cookies, block out the screen, or deduct from your own score. If you're not careful, your opponent can control your cursor!



Yoshi's Cookie makes two-player games nasty.

Sweet-NES!

If you've been thinking about stashing your NES in the basement, Yoshi's 8-bit twist on Tetris may change your mind. Puzzle fans ought to be sure to chomp down on Yoshi's Cookie – just remember to brush your teeth after each level! G

NES Game ProFile

Yoshi's Cookie

(By Nintendo)

If you're hungry for an NES mind twister, fill up on Yoshi's Cookie. This Tetris clone is pure brainteasing fun.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	4.0	4.5	INT. Intermediate

$ 34.95
4 megs
Available now

Puzzle game
Two player
Passwords & unlimited continues

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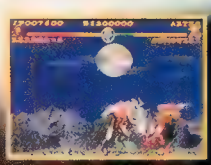

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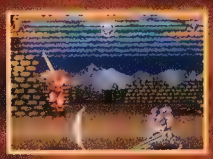

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NEO•GEO PROREVIEW

By Scary Larry

Wrestle wranglers will be happy to know that the fine art of full-contact, nose-to-the-mat, limbs-stretched-beyond-recognition wrestling is still around and doing well (see WWF Royal Rumble, June '93). Now SNK has thrown its hat into the ring of monstrous mashing mayhem. However, this Neo•Geo cart may be too hard to pin.

PROTIP: The minute you clench a wrestler, continuously tap the A button as fast as you can. You may get the upper hand.

Well, It's Bout Time

3 Count Bout is a one- or two-player, side-scrolling wrestle fest. You get 10 wrestlers to choose from, each with his own special set of moves.

You can play against the computer, against a friend, or with a friend against the computer (tag-team style). The players range from an Indian contortionist to a bear-killing barbarian, to someone called Gochack Bigbomb (a.k.a. the Raging Side of Beef).

Neo•Geo Game ProFile

3 Count Bout

(By SNK)

3 Count Bout puts the sleeper hold on the 100 Mega Shock series from SNK. Real wrestling isn't even this hard.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.0	3.5	Expert

EXP.

$239
166 megs
Available now

Wrestling beat-em-up
Two players

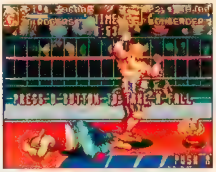
PROTIP: Only use your power attacks when your opponent's life bar is somewhat depleted. Otherwise, you'll be in for a nasty surprise.

The ultimate goal in 3 Count Bout is to prove yourself the best slam slasher in the world. You'll compete for the wrestling title in the ring, and in strange and dangerous urban arenas, like construction sites. There's even a Death Match, where you compete against an opponent and the ring (electrified ropes, *à la* World Heroes), if you ever get that far.

When the Bout Breaks

3 Count Bout's musclebound controls almost put it down for the count. Success requires skill, persistence, perspiration, and lotsa luck. Each player has more than 17 moves, and most require a joystick move with an A and/or B button press. Moreover, you must build up your power by battering A like a maniac! You'll definitely bust a thumb or two trying to execute Bout moves.

To make matters more frustrating, the computer consistently cheats by allowing its player to repeat special moves over and over again, making it hard for your player to even catch his breath. No matter how much you punch buttons, the computer constantly gets the upper...er... fist. Usually, by the time your finger hits the button, your butt hits the mat.



PROTIP: Sometimes, Terry Rogers takes a minute to preen for the camera after finishing a special move. Use this photo-op to slam him with a running tackle.

Bout-y Beautiful

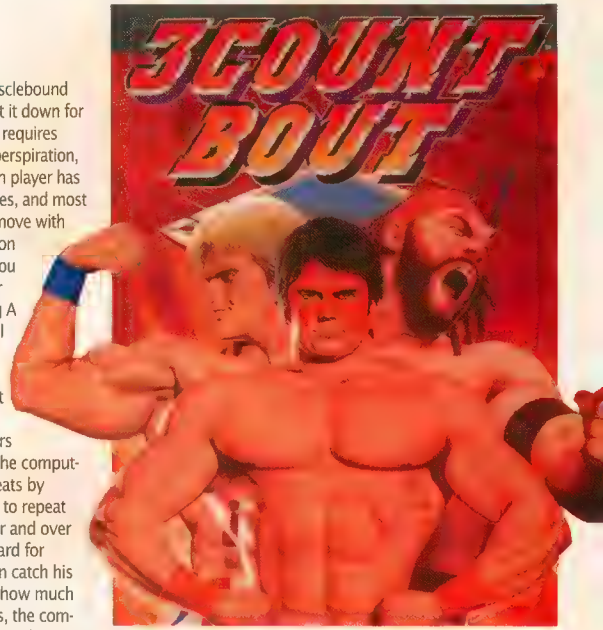
The graphics in this game are up to Neo•Geo standards, which is to say they're some of the best home system graphics you'll see to date. Each sprite is livin' large, and the backgrounds are well detailed. You'll encounter some slowdown, but no flicker.

The music, voice, and sound effects are awesome. You hear every rowdy, raucous fan. However, your character may have trouble hearing these sounds through his bruised and swollen ears.

PROTIP: Come into opponents at an angle.

Mutiny on the Bout-y

Neo•Geo fans will be happy to have another fight game in their arsenal, but average fighters better save their bout bucks for World Heroes 2. 3 Count Bout is only for compulsive button bashers and bonafide wrestle maniacs. If you think you're a hotshot with the pot shots, take a swing at 3 Count Bout. Be prepared, though, to eat mat before you even know what hit you, guaranteed! G



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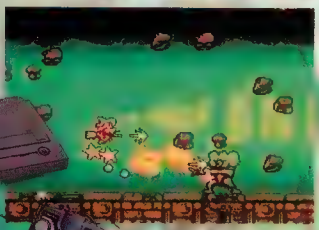

Imagine stepping into a strange and wonderful world filled with cute, loveable creatures who all try to kill you.

Warm and fuzzy, armed and dangerous. Meet some friendly-looking killers in this violent fairy tale of an apprentice witch who's having a bad day. Just remember - looks can be deceiving.

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VASTEEL

By Bro. Buzz

In the Vasteel Solar System, the politics on the planet Belose are close to bellicose. Two brothers are vying for the imperial throne, and a high-tech civil war is the only way for them to settle their claims. Now you have to choose sides between the Rebels and the Royals.

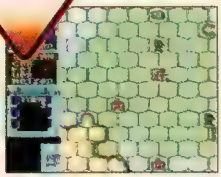
Vasteel combines a classically designed, hexagon-based military strategy game with real-time arcade-style combat. However this game is strictly for players who value brains over brawn.

It's brother versus brother.

An ATAC Attack

You command an army of huge robot soldiers called ATACs and a squadron of space battleships. You can wage war against the computer or a strategy-minded friend in two game modes. The Scenario mode is an epic contest that follows the story line of the two brothers. Versus is a one-on-one match that offers 30 maps. Your goal in either mode is to capture a key installation called "the Core."

PROTIP: Resupply ATACs by moving them onto Battleships or Transports.



PROTIP: Immediately station several ATACs near your Core to protect it and your chances of winning the game.

Duo SuperCD Game ProFile

Vasteel

(By Working Designs)

If turn-based strategy turns you on, turn on Vasteel. The game features an interesting arcade-style fight mode, but you'll win this battle with your mind.

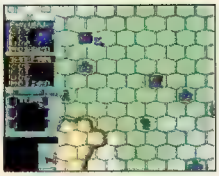
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	ADV. Advanced

$54.95
Super CD
Available now

Military strategy
Two players

The Nerves of Vasteel

This game is turn-based, which means any contest can take a very, very long time to play. You and your opponent each command a maximum of 32 units at a time, and you take turns positioning each unit of your respective armies on a game map. The map's laid out on a hexagonal grid, and, as in chess, each of your military units can move across a set number of hexagons.



PROTIP: Factories are valuable prizes. Capture them whenever you can.

PROTIP: The terrain is always a factor. Study it and use the right ATAC for the conditions at hand: Tropical ATACs for Jungles, Desert ATACs for deserts, etc.

Vasteel's game playing twist comes during confrontations between enemy forces. When ATACs attack, the game switches to a workman-like, ¾ overhead-view, real-time battle screen. You control your military machinery during one-on-one blast-em-up combat. Combat button-pressing adds a welcome change of pace to Vasteel, but the game play has the heavy, mechanical feel of massive gears and squeaky wheels.

ATACs under attack.

Get a good night's rest before you play Vasteel, because the lengthy battles will tax your brain. There are 64 types of ATACs (32 per side). You'd better be good with names and numbers, because each unit has a unique moniker and you must have the Hit Points and the Attack Power of each ATAC readily in mind if you want to win. At least the info's readily displayed on an easy-to-read screen that's packed with vital statistics. The computer is tough, since it always plays by the numbers. If its ATAC's stats are better than yours, you almost always eat rust.

PROTIP: Know the enemy and know yourself. If an enemy ATAC's Hit Points outnumber yours, don't engage him in battle unless you plan to wear him down.

Vasteel's graphics and sounds won't light up your game-playing life, although they are more than adequate for this type of game. The pix in the battle mode are nicely detailed, and some of the story sequences shine. The music tries hard, but the sound effects are minimal.

A Vast Deal

Vasteel is definitely not a game for everyone. However, if you're into turn-based military strategy games, this is a good one that ought to keep you occupied for days. G

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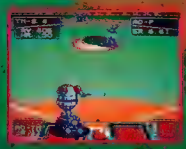

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OVERSEAS PROSPECTS

By Napoleon Blownapart

Japanese and American video companies had better watch out, because the British are coming and they're bringing the French with them. Check out what's going on with video games across the Atlantic.

The British Game Scene

English game developers have been busy. Here's a peek at some Brit titles on their way to the States.

TecMagik

Sylvester and Tweety: Cagey Capers

You taht you taw a puddy tat in your Genesis! You did, you did tee a puddy tat! As Sylvester the Cat you chase the evasive little Tweety through more than 20 levels. Watch out for Granny; she's on Tweety's side, of course. This 16-meg, side-scrolling game features animated line art from the cartoon. *(Available December)*

The Pink Panther

The 8-meg Genesis cart was programmed by the designers of Taz-Mania. You'll find Inspector Clouseau and all the other great Pink Panther regulars throughout these 25 levels. Look for a version for the SNES, too. *(Available December)*

Core Design

Chuck Rock II: Son of Chuck

Chuck Jr. is taking after his belly-bopping old man. It's up to the diapered youngster to rescue his kidnapped parents, Chuck and Ophelia. Junior's due for the Genesis and the Game Gear under the Virgin label. *(Available Summer '93)*

Bubba and Stix

In this platform game for the Genesis and the Mega CD, you play Bubba, an assistant zookeeper who's been kidnapped by aliens. Your only help in all this mess is a friendly stick, Stix, who helps you club enemies, climb walls, and more. Look for it under the Seika label. *(Available Fall '93)*

Aggressor

In this Sega CD sequel to Thunderhawk, you'll cruise and bruise through assorted planets. The game uses the same engine as Thunderhawk. *(Available First Quarter '94)*

Ocean

Dennis the Menace

This SNES game is based on the new movie, not the comic strip. That pesky kid next door, Dennis, is out to retrieve some stolen coins. Our mischievous hero uses his favorite "weapons," including peashooters, water pistols, and slingshots, to help him through various places, such as Mr. Wilson's house, the sewers, and a forest. Watch for an NES version, too. *(Available December)*

Addams Family Values

This SNES Addams adventure is different from Ocean's other Addams' games. It's an overhead-view RPG – that's right, an RPG, with Fester as the main character. Fester must save himself and the Addams' money from his new bombshell wife. How deliciously wicked! *(Available Early '94)*

Mr. Nuts

Jumping on the trademark-character bandwagon, Ocean has come up with Mr. Nuts, a squirrel *à la* Sonic. As you might guess, he runs around seven scenarios collecting nuts. With plenty of secret levels, this nonlinear game will never put you on the same road twice. *(Available Fall '93)*

Software Creations

Plok

Plok is a small, square-shaped character who must travel through 40 stages of side-scrolling action, fighting fleas and searching for a stolen flag. Fortunately, Plok can don six power-up suits, pick up eight vehicles, and even throw his own limbs as weapons. Due out from Tradewest in the U.S. and Nintendo in Britain, Plok reportedly has more terrain to cover than Super Mario World. *(Available Fall '93)*

Simpsons 3

Doooooogh! The Simpsons are coming back for some more Game Boy action. The Bartmeister and friends are in trouble again, which is good news for on-the-go Simpsons' fans. *(Available Fall '93)*

Spider-Man 2

Spider-Man is definitely not sitting in a corner gathering cobwebs. Spider-Man 2 will be swinging to the States via Acclaim for the SNES, the Genesis, and the Game Gear. *(SNES and Genesis versions available First Quarter '94. Game Gear version available December)*

Good Night, Night Trap!

Night Trap for the Sega CD has been the biggest game story in the United Kingdom in some time – unfortunately, for all the wrong reasons! The public outcry in Britain over the gruesome content of Night Trap, the first Sega CD game to be released in both Britain and the U.S., was likely one of the catalysts for Sega of America's recently announced game ratings system .

In late April, the British papers reported widespread outrage at the live-action horror scenes in Night Trap. Critics objected to the violence in the game, especially the grisly murders of five semi-nude

Beauty and the Beast

This lovable love story is coming to the Genesis via Sunsoft. You'll be able to hum along to the movie's award-winning songs as you try to reunite the Beast and his Beauty.
(Available December)

The French Game Scene

France is trying to break into the video game big leagues with a few strong game developers, like Delphine (creators of Flashback). Here's what they've got on deck.

Delphine

Flashback 2

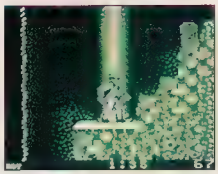
Screen from the original Flashback.

Delphine is hard at work on Flashback 2, which is scheduled for release next year. This Genesis cart will continue the adventure begun in the original version, but with strategy that's more complex. The graphics will also feature larger character sprites.

Also, Delphine has formed a new game development team called Adeline, which will announce its first release in the fall.
(Availability TBA)

Ubi Soft

Indiana Jones and the Last Crusade

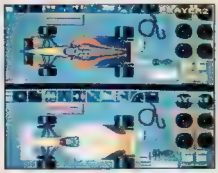


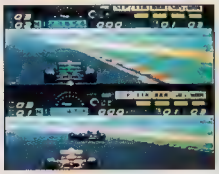
Indiana Jones for the Game Boy

Indy's NES adventure

Ubi Soft is bringing the whip-cracking Indiana Jones to both the Game Boy and the NES. With the same look and feel as U.S. Gold's Game Gear Indy, both games keep the large Indy sprite, plus they give you more puzzle action and new moves. Following the movie's story line, Indy's ultimate goal is to find the Holy Grail.
(Available Fall '93)

Grand Prix





This two-player SNES Formula One racing game features a behind-the-driver perspective as you race through 16 courses. You can choose from 14 drivers and seven cars.
(Available December)

actresses. For example, actress Dana Plato can sometimes be found in the game hanging upside down in a cupboard, while her blood drips into a bottle. To date, more than 70,000 Sega CDs have been sold in the U.K., and retailers there are swamped with advance orders of what could be the "best-selling game of the year."

Public action against video game violence, and Night Trap's in particular, is broad-based. It's spanning to the government's and the educational system's involvement. In April, the Members of Parliament (Britain's equivalent to the U.S. Congress) formally condemned the game. One teacher, with support from parents, imposed a ban on hand-held games after discovering that one in five students was bringing games to school. Moreover, some students in the schoolyard were exhibiting aggressive behavior similar to that showcased in the games they were playing.

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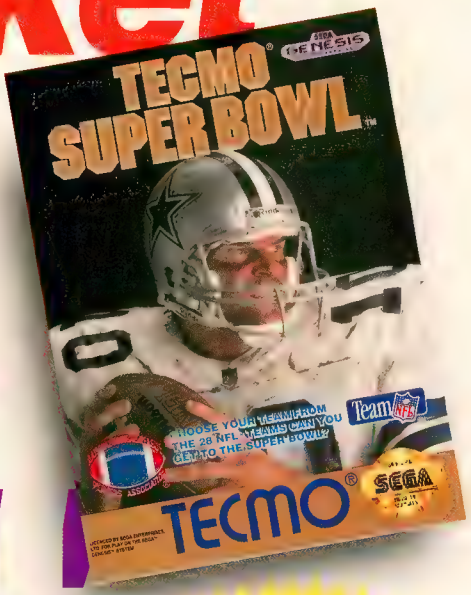

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

COMING SOON!

Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.

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The Golden Bear Scores Big with Power Challenge Golf

Jack Nicklaus' Power Challenge Golf

Genesis

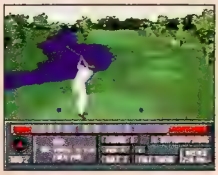
By Athletic Supporter

Jack Nicklaus, a.k.a. the Golden Bear, makes a triumphant return to the links in Jack Nicklaus' Power Challenge Golf by Accolade. This Genesis cart almost has it all. Jack packs enough features to keep any duffer entertained for hours, but the game's not quite as polished as its glitzy competitor, PGA Tour Golf II by EA Sports (see ProReview, March '93).

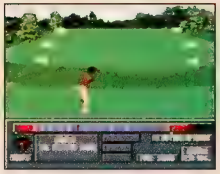
Tee Time

Power Challenge Golf may not be the most picturesque golf cart on the market, but it makes up for it with a bag full of great options. You and up to three other hackers (human or computer) can play a single 18-hole round, a five-round tournament, or the popular Skins game, which awards cold cash for every hole you win. The CPU golfers who join your group include Jack himself, a sub-par master, and some invented players who are generally scratch golfers. During a tournament, you get to compete against a big board of 20 or so opponents.

All players choose a name, gender, and an on-screen character (five total). Players also select their skill level, a "handicap" that impacts how difficult the game is to play, and a tee-off position, which affects the total length of each hole. The skill level and tee-off spot can be updated as you get better. If you're a beginner, you get a chance to tune your strokes on the driving range, on the putting range, or on individual practice holes.



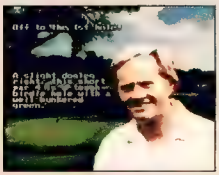
PROTIP: You can beat the Golden Bear if you play aggressively. Jack's not a big hitter and he doesn't take many chances. A good drive off the tee or an aggressive approach shot can make the difference between winning and losing.



Practice, practice, practice on the driving range.

The House that Jack Built

You play on two real-life courses designed by Nicklaus: the English Turn Country Club and the Sherwood Country Club. The courses are superb, but there should have been more (PGA Tour II has seven). Before you tee off, you get an overhead view of the hole's layout, with some personal text advice from the Golden Bear. An automatic caddy gives you the exact distance between any two points on the hole. This is very handy, especially for those island greens!

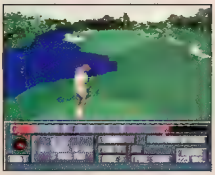


PROTIP: Even though Jack's the designer of the two game courses, don't always follow his advice. Play to your own strengths. If you're a long ball hitter, swing away.

Statistically speaking, Nicklaus scores a hole-in-one. Not only do you get a hole-by-hole analysis during each round, but this cart also tallies your career totals, which include everything from driving accuracy to average number of putts per hole. The cart also features realistic course and wind conditions that you're free to adjust.

Club Control

Power Challenge's game play handles like a brand-new, top-quality nine iron. The easy-to-use controls are similar to most golf carts. You set the power of your swing with a sliding meter, aim your shot by stopping the cursor in a red zone at each end of the meter, and drive your ball into action. You can overswing, hook, slice, and punch out of sand traps.



PROTIP: Don't be afraid to redline the power bar. As long as you can control your downswing and keep the bar inside the "Swing Zone," the ball will travel straight and go farther than the advertised distance.

A Small Handicap: Graphics & Sounds

Whereas PGA Tour II's visuals score an eagle, the graphics in Power Challenge Golf barely put it at par for the course. The digitized photos of Jack and the still backgrounds look nice, but otherwise there's nothing special. You get a standard behind-the-golfer view, but there's very little detail when it comes to the trees, water, and other hazards. Also, gradations of the rough and the topography of the greens are difficult to distinguish at times. Particularly annoying is the slow screen redraw, which tends to bog down the game play.

Power Challenge's sound and music don't have too much going for them, either. You get the whack of the ball, crowd noise, a cheesy theme song, and that's about it. Then again, golf isn't a sport noted for breaking decibel meters.

Nicklaus is digitized in Power Challenge Golf.

Looks Aren't Everything

Don't let the looks stop you from picking up this cart. PGA II retains its top-ranking status by virtue of its faster-moving game play and its inclusion of more courses, but Jack plays a strong second-place round. The cart's format and options more than make up for its shortcomings. Nicklaus is a golden addition to your sports library. G

Jack Nicklaus' Power Challenge Golf by Accolade

Graphics	Sound	Control	Funfactor	Challenge
3.0	3.0	5.0	4.0	Adjustable

$59.95	Golf
8 megs	Four players
Available now	Battery backup

Interview

Jack Nicklaus on Power Challenge Golf

By Athletic Supporter

Jack Nicklaus, the "Golden Bear," is the most dominant player in the PGA Tour's history and has also become one of the most successful video game endorsers in the sports market. Nicklaus won his first U.S. Open in 1962 at the age of 22. He went on to rack up 70 career victories on the PGA Tour. In addition to his status as a virtual living legend in pro golf, Nicklaus is known as a designer of real-life golf courses. (His 100th is due to open later this year at Las Campanas, New Mexico.)

In 1988, Nicklaus signed on with a growing software powerhouse, Accolade, which led to the publication of several hit personal computer games. SNES and Game Boy versions were also published last year by Tradewest. Power Challenge Golf represents the Golden Bear's first offering on the Sega Genesis system.

Recently *GamePro* had a rare opportunity to talk with Nicklaus about golf – in the video game world and the real world.

GamePro: What kind of input did you provide for Power Challenge Golf?

Jack Nicklaus: Accolade worked with my staff on the initial game design. Once it was complete, they came to me for its final approval. I approved the product, the game's instruction manual, and the package. In addition, all of the courses in the new Sega Genesis game are actual courses that I have designed. In fact, Accolade rented a helicopter to photograph the courses, and they used that footage in the game.

GP: What is your approach to golf course design?

JN: One of the things I try to achieve when designing a golf course is to create the course around the existing terrain. For one golf course I designed, I had 80-year-old trees moved to different locations on the course, making the finished course look as if it had been there for years! I just don't see the challenge in leveling a plot of land and then designing a course on top of it.

GP: With four sons in your family, do you often find yourself playing video games? And who usually wins?

JN: Don't get me started on this. My sons are game junkies, and they love to involve me in their games, since they generally beat me. So far, the only game I can beat them at is golf. My son, Gary, is probably the best games player in the family.

GP: With several of your PGA peers offering their own video golf games, do you find that you become as competitive in game licensing as you do on the golf course?

JN: A story comes to mind. Greg Norman and I are close friends and he had a computer game on the market. We decided to visit a software store and see our products. We both ended up rearranging the displays to make our own products more visible! We had a good laugh at ourselves later that evening.

GP: Have your games ever helped you on the golf course?

JN: Yes. I was having trouble during a round one day. Later that evening, I happened by coincidence to see one of my sons playing my PC game. To my surprise, I noticed something in my swing as I watched my digitized self on the computer. I needed to adjust my swing a little, and it helped because my game improved! G

Nigel Revs High on the SNES!

Nigel Mansell's World Championship

SNES

By Rubbernecker

Start your engines, Grand Prix fans! Nigel Mansell's World Championship by Gametek is one of the hottest and most realistic racing games available for the Super NES. Unlike the vicarious, joyride-style SNES racer Top Gear, Mansell is an accurate Formula One simulation. Eye-popping graphics, incredible game play, responsive controls, loads of options, plus actual international racetracks earn this cart the pole position. So grab the controls and take this baby for a spin!

World-Class Racing

Almost every aspect of this game is as big a winner as its celebrity namesake, who in 1992 became the first driver to win nine Grand Prix races in one season. In the game, you race solo against 11 other world-class contestants on 16 real F-1 racetracks. Each track is meticulously recreated and each presents unique challenges.

Races range from four to nine laps, with pit stops interspersed throughout each track. The weather conditions include sun and showers. You can either qualify for the pole position, or dive in as the last car and race to the top. The only major feature missing from this cart is a two-player option.

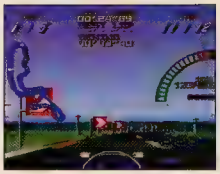
Take a spin around the world.

A/V Burns Up the Track

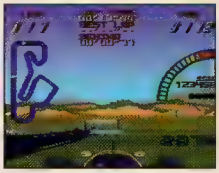
Mansell fills the screen with gorgeous, highly detailed race environments. The action is viewed from the driver's ground-level perspective. The forward-scrolling graphics are silky smooth, creating a believable sense of speed and motion, especially in turns and tunnels. Opponents' cars are easily discernible and scale just as smoothly as the background graphics.

While the sharp background pix aren't quite as eye-popping as those found in Kemco's Top Gear, the large, on-screen prompters are better than its competitor. An overhead map, speedometer, gear indicator, tachometer, and a lap-time meter are easily visible without impeding the visual impact of the game.

The sounds are every bit as good as the graphics. You can hear cars roar up behind you, and you can identify your RPMs based on the accurate whine of your engine.



PROTIP: Make safe turns by releasing the gas and moving to the inside lane as you approach.



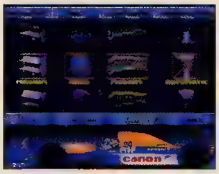
PROTIP: It's OK to go off the track to slow down instead of releasing the gas or braking.

PROTIP: In sharp turns, tap the gas button to maintain speed without spinning out. Use your brakes as a last resort.

Auto Shop

A bevy of options enables you to customize your car. You select the size of the airfoil, type of tires, and a transmission, which impact your performance tremendously. Nigel himself conducts a personal one-lap run-through of any course, with track tips and honest (sometimes brutal) comments about your performance.

PROTIP: It's better to pit early if you're within the top five positions. You can then blow by the lead cars when they pit in later laps.



PROTIP: Soft wheels are best for cornering, but they wear out faster than other tires. The shallow airfoil has less drag and better acceleration, but poor cornering. A high gear ratio offers slower acceleration, but the highest top speed.

Go Speed Racer! Go!

The game play and controls are top-notch. Manual transmissions have always been a nightmare in race games, but these work extremely well with the L and R buttons on the SNES controller. The on-screen action responds smoothly to your controls. The challenge is tough, but if you apply real driving tactics then you should be able to qualify every time. Keep in mind, though, that the difficulty does increase if you choose the manual transmission.

Nigel Mansell's World Championship is a well-crafted, realistic, challenging, and, most importantly, entertaining racing simulation. Top programming went into all aspects of this game, and it shows. The only drawback is that it's limited to one player, but you'll have plenty of fun anyway. See you at the finish line!

Nigel Mansell's World Championship
by Gametek

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT.

Intermediate

$69.95
8 megs
Available August

Auto racing
One player
Passwords

Super Black Bass: It's a Keeper

Super Black Bass

By The King Fisher

Hot-B has finally updated its classic NES Black Bass cart for the SNES, and the new version is a good catch. While the game's format remains faithful to the 8-bit edition, Super Black Bass is packed with hotter graphics and more realistic sounds. Just as in real-life fishing, the slow-moving game play may bore all but hardcore fishermen. However, good things are worth waiting for, and electricity will charge the air when you hook up with a lunker Black Bass!

A-Fishing We Will Go

Super Black Bass features four increasingly difficult freshwater tournament stages, ranging from Local Amateur Tournaments to the Super Bass Championship. As your fishing skills increase, the game ups your challenge and makes the pickings slimmer. The tournaments start at a yawning 7:00 a.m. and close at 4:30 p.m. To win, you need to catch the highest cumulative weight of Bass.

PROTIP: If you miss the deadline by 20 minutes or more, forget it! Keep the Bass and have a fish fry, because you won't be allowed to weigh-in your catch.

PROTIP: Try fishing the dam on Skywater Lake first thing in the morning with a Crankbait Lure.

Super Black Bass is a tough one to reel in, but it's worth the effort. Right off the top, you'll need to learn the habitats of the bass and their feeding habits. The most challenging part of this game is learning to properly select and use the many types of lures.

The action involves scouring the lake for fish with an electronic Fish Finder, then fighting them in a gut-wrenching Action Mode. Although the controls can be a bit tricky when trying to land a fish, it gets easier with time.

PROTIP: Listen for the pong sound when using the Fish Finder.

Getting Hooked

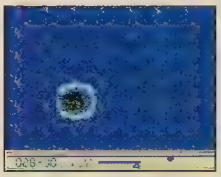
Super Black Bass is a bit slow, but it hooks you anyway. It's a fairly realistic simulation, meaning there's a lot of dead time spent at the lake waiting for a bite. Fortunately, you get into the mother of all fish fights just when you're sure you're going to only bring home a bucket of water.

PROTIP: Learn what each species of fish looks like underwater so you can steer clear of everything except the Bass.

Nothing Fishy Here

For the most part, the graphics are well above average. Super Black Bass offers excellent, true-to-life graphic representations of the different fish species, both in and out of the water. However, the lures could be sharper and more detailed.

SBB's sound effects are great, and during slow times you might even be put to sleep by the sounds of water on the lake. But you'll awake with a start when you hear near-gale force winds blowing through your hair! While there is a bit of jammin' Blue Grass music at the title screen, it's absent during game play. This is probably good, because tunes might intrude on the realistic fishy sense you get from the game.



PROTIP: When your Bass goes airborne, be sure to watch your line-strength gauge. Stop reeling and lower your rod if it starts getting too tight, or it'll snap.

Gone Fishing

Super Black Bass is an engaging cart that even experienced fishermen will appreciate. The slow game play may bog down some gamers, but everyone should try out the cart's true-to-life challenge before throwing it back. Good luck and tight lines! G

Super Black Bass by Hot-B

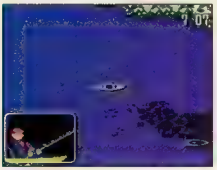
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	ADJ. Adjustable

$62.50
8 megs
Available now

Fishing
One player
Passwords

Vic Tokai Reels in King Salmon

If you enjoy sport fishing, you'll get hooked on King Salmon. This 4-meg Genesis cart provides hours of playing time with four different contests. During each round, you have from 7 a.m. to 4 a.m. to catch as many King Salmon as possible.



Patience is a virtue when fishing for the Kings.

The graphics are nicely detailed all the way down to the water currents. You can cruise around the Wide Area Map to find a good spot, or troll for fish by towing a lure behind your boat. The sound effects are realistic, and the exciting fight scenes are fast-paced.

King Salmon was originally a trophy in Sage's Creation's case (see ProReview, September '92), but the cart was never released when Sage went under. Fortunately for die-hard fishermen, Vic Tokai reeled this one in. The only difference between this version and the original cart we reviewed is the name of the publisher! G

King Salmon by Vic Tokai

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	ADV. Advanced

Price unavailable
4 megs
Available now

Fishing
One player
Passwords

Coach's Corner: The Secret Playbook for NBA Jam

By Coach Coronary

Arcade

All you hosers can sit down and pay attention, 'cause now it's show-time with the Coach! This month I'm gonna open my notebook on the hottest b-ball game to shatter an arcade backboard – Midway's NBA Jam.

Big Heads

Hey, if you're full of yourself, here's a great way to really swell your head. At the Match-Up Screen, hold down Up, Turbo, and Steal. Continue to hold all these buttons, and when the game starts the players' heads will be four times larger. This is an intimidation factor to the max!

Hotshots

If you make three shots in a row, the ball will catch fire! Your offensive hot streak will turn you into a lane sweeper on defense, 'cause you'll be able to legally goaltend any shot. Hang back by the rim...and get that junk out!

Do It by the Numbers

Basketball is a game of numbers, and NBA Jam factors realistic stats during game play. Now you can take a peek at those statistics. At the Match-Up Screen, do a circular clockwise motion with the joystick (be sure to touch all eight points around the stick), then press all three buttons together seven times. You'll enter the Learning Mode, which displays your chance of making a shot during the action. Pay attention to those numbers. If you see a high percentage, it means you've found one of your player's "hot spots" on the court. For example, when Isiah pulls up at the baseline, it's nothing but net!

Defense, Defense

Championship teams are built on solid defense, and this code will give you a monster D like never before. At the Match-Up Screen, tap the Turbo Button eight times for a devastating defensive power-up that makes it harder for opponents to drive around your player and take it to the hole.

Bench the Computer

During NBA Jam, you may notice that the computer tends to assist whoever is behind late in the game. The losing player makes more treys, has a better chance of getting rebounds, stuffs more shots, and so on. Now you can shut off this game play "equalizer" and play a true game of skill! At the Match-Up Screen, press any button ten times to stop the CPU from playing favorites. Now there are no gimmes, baby! Ya gotta earn it!

Superstar Designers

Who are the roughest, toughest, meanest, slammin'-in-your-facest players in the game? Not the NBA superstars – it's the designers! Enter any of the following initials and birthdays to play as the game's designers, who just happen to be the highest-rated players in the game:

MJT 3/22 (Mark Turmell)
JMC 8/5 (John Carlton)
SAL 2/1 (Sal DiVita)
RJR 1/17 (Jamie Rivett)
SL_ 6/24 (Shawn Liptak)
JWH 9/20 (Jon Hey)
TWG 12/7 (Tony Goskie)

These pencil legs aren't much to look at, but they can hang with the best of 'em!

Block 'Em Out

In the paint, tap Turbo twice to throw an elbow and knock down opponents. You gotta crash the boards if you want to win. You know the rules – no blood, no foul! G

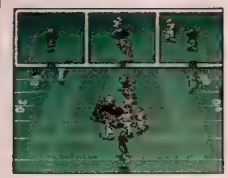
Sports Insider

Fall Football Scouting Report

By Jacques Itch

It's midsummer, and football training camp is in full swing! With the new season just weeks away, fans everywhere are scouting football powerhouses, like the Cowboys and 49ers, and video game powerhouses, like John Madden and Joe Montana. This year's crop of carts and CDs has definite All-Star potential. Larger memory sizes (up to 16 megs, and much more space on discs) mean increased graphics capability, more play-by-play commentary, and more detailed action.

Bill Walsh College Football (Genesis)



Bill Walsh, former San Francisco 49ers' coach and current Stanford Cardinals' coach, has signed with EA Sports. Bill Walsh College Football will be EA's first sports game to support the 4-Player adaptor, and it looks and plays like the John Madden games. The cart contains 48 of the all-time greatest college football squads, with their accurate colors and team ratings, but sans their official names, logos, and players. (For example, Notre Dame is now South Bend.) Walsh also provides text-based scouting reports and playbook analyses.

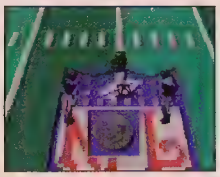
(By EA Sports, Available September)

Quarterback Club (Genesis, Super NES)

Quarterback Club features a 16-bit version of 3D modeling, complete with split-screen Mode 7 effects on the SNES and software scaling on the Genesis. The Club is comprised of the NFL's ten current leading passers, including Randall Cunningham, Warren Moon, and Troy Aikman. You can play a regular football game, or compete in a skills contest to determine who's the best QB. The game is developed by Park Place Productions, creator of the original John Madden Football.

(By Acclaim, Available November)

NFL Football (Super NES)



NFL Football should be at least a strong wild-card entrant in the SNES playoffs. Developed by Park Place Productions, the game features tons of offensive and defensive moves, including straight-arms, high steps, and speed bursts. The Mode 7 graphics feature scaling and rotation of the field view. All 28 NFL teams and logos are present, but don't expect real players.

(By Konami, Available August)

Super High Impact (Super NES)

This arcade adrenaline rush is on a collision course with the SNES. Super High Impact's definitely not a football purist's game, but place it high in your draft order if you like chaotic action. You'll need three helmets to survive the bone-crunching tackles and the incredibly fast computer opponent. In the final version we saw, the sharp side-view field and digitized pop-up graphics looked excellent, and the voices were clear.

(By Acclaim, Available Fall '93)

Joe Montana's NFL Football (Sega CD)

EA Sports Goes 4-Player

EA Sports is charging head-on into four-player action. The company plans to support its forthcoming 4-Player accessory in all of its future Genesis sports games. Football, basketball, and ice hockey games were earmarked to be the initial four-player products, with Bill Walsh College Football being first up. No word yet on whether EA plans to create four-player games for the SNES.

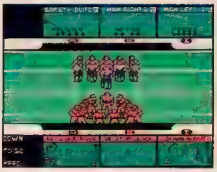
Continued on page 112.

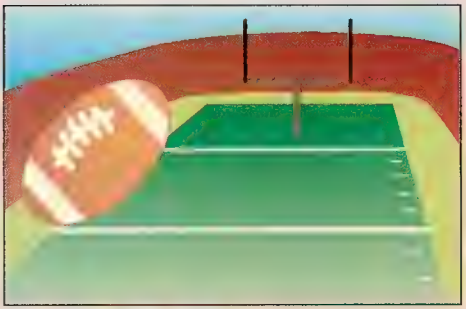
Despite being traded to the Kansas City Chiefs, Joe Montana appears to be in no danger of losing his starting position at Sega. Joe's CD has all-new game play. The Sega CD's hardware scales a floating camera above and behind the action, then automatically pans and zooms the camera to adjust to the on-screen play. This could rectify problems experienced in previous Joe cartridges, where no one perspective was effective for both running and passing plays.
(By Sega, Available July)

Video Pro Football (Sega CD)

Couch coaches can call the shots in Video Pro Football, a disc developed by Park Place and based on Konami's black-and-white PC product. While it's not quite VCR-quality, the Sega version will feature over 800 full-screen, full-color video clips from the NFL Films library. You call the plays, then watch the action unfold. The first game will feature the Dallas Cowboys vs. the San Francisco 49ers. You can form your own "dream teams" comprised of the all-time greatest players from each club. For example, Troy Aikman can go deep to Drew Pearson. Sega plans future versions of the game to feature other infamous NFL rivalries.
(By Sega, Available Winter '93)

John Madden Duo Football (Duo)





Although the name's not finalized, one thing's for sure: This is EA's first game for the Duo. Madden's Super CD is purported to feature digitized video of football players, both during game play and in the passing windows. This version also has half-time and post-game highlight shows. Madden play-by-play commentary is still on the drawing board. TTI says the game is for one or two players, which is disappointing considering the Duo's five-player capability.
(By TTI, Available September)

John Madden Football (3DO Interactive Multiplayer)

This hush-hush disc should maintain the tried-and-true Madden formula, but with significantly improved audio and visuals. The most noticeable changes are texture-mapped backgrounds based on actual stadiums, digitized sprites of real players, and Madden's hyperactive color commentary.
(By EA Sports, Available October)

3D Football (3DO Interactive Multiplayer)

3D Football (working title) features full-screen player sprites and video clips. The game is reported as using a true "3D model" for the graphics display, and the multiple camera angles include a ball's-eye view!
(By Sports Forum, Available September)

Future Football...

...For **EA**, the next mutation generation is due early next year. **Mutant League Football 2** will be released simultaneously for the Genesis and Super NES. The company will not publish the original MLF for the SNES.

...Under its **EA Sports** label, the company will appease anxious football fans with **John Madden Football '94**. Slated for a November '93 SNES and Genesis release, the cart will carry an NFL license for the first time, meaning authentic teams, but still no real player names.

...**Sega's** talking up **NFL Football '94**. Starring Joe Montana, of course, this 16-meg monster boasts digitized video of real player animations, real teams and players, and four realistic views of the field. It uses Sega's six-button **Arcade Pad**...really!

...**Accolade** plans to rotoscope and digitize football players for an untitled 16-meg Genesis football game, which is due out this winter. **Al Michaels** of ABC's *Monday Night Football* will call the action. Did Accolade drop its old Mike Ditka license when he left his post as Bears' head coach?

...Dolphins quarterback Dan Marino will help players with specific strategies and play-calling in **Dan Marino Football**, a game being developed by **Park Place** and published by **Virgin**. Over a third of this 16-megger is devoted to digitized audio and video of Marino.

...**Tecmo Super Bowl** by **Tecmo** is in the works for a simultaneous SNES and Genesis release this fall. The cart will have real NFL players and teams.

...**American Sammy** finally expects to release **Football Fury** in September for the SNES. It's an easy-playing game of side-view football.

...**Sculptured Software**, developer of Nintendo's incredible NCAA Basketball, continues to work on **College Football**, a 16-meg, Mode 7-based collegiate extravaganza. The cart should be published by next year. G

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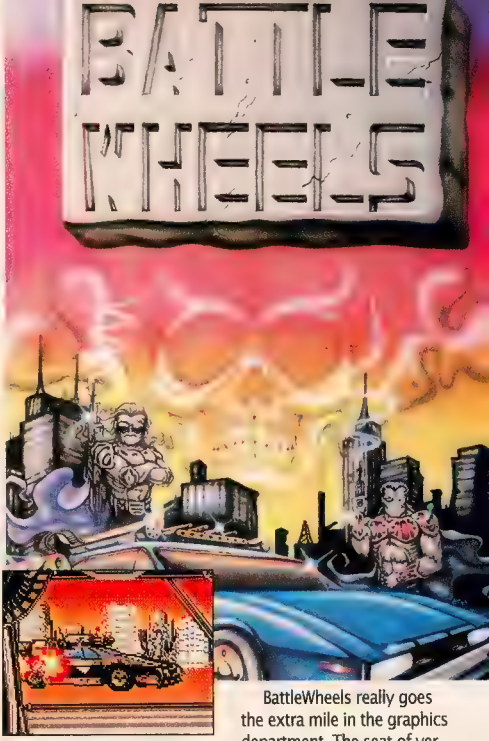
LYNX PROREVIEW

BATTLE WHEELS



By Boss Music

Are you a psychomaniac who likes to solve your problems with an Uzi? If you answered "Yes," then you'll get a few jollies from BattleWheels, a multiplayer, freeway free-for-all for the Lynx. This shooter with a car-cockpit perspective by Beyond Games is good for some laughs, but it wears thin if you don't bring friends along for the ride.

Total CARnage

Generic story line time: It's the year 2019, and human society has regressed into a violent cyber-society ruled by technology and dangerous games of recreation. BattleWheels is a car-combat duel for up to six warriors, and you're the next contestant.

Play it your way with these configuration options.

BattleWheels features a user-friendly, open-ended design that enables you to reconfigure the rules and regulations. You can play with up to five ComLynxed human friends and/or computer opponents. The CPU's skill level can also be changed.

You can even buy parts to customize your car with a modest variety of armor, suspension systems, engines, and weapons.

Customize your car from the ground up.

PROTIP: After you lose an opposing car, drive over the wreckage – just in case.

Loose Cannons

The game play rocks and rolls, but it doesn't wail. There are two play modes: every man for himself, and team demolition. Basically, you drive around one of 16 enclosed battle fields and blow away all opponents, gladiator-style. You can also bail from your vehicle and stalk your opponents on foot, where you have very limited ammo and armor, but excellent maneuverability. The action is fast-paced, but repetitive. While the terrain looks good, there's very little variety in the obstacles.

When you're on foot, anything goes – even car jacking!

PROTIP: Learn to use side and rear guns. You'll never win by circling to face opponents when they attack you from the side or from behind.

Your car handles like a high-end Chevy, but it's no Porsche. The controls are responsive, and you can easily swap between forward, side, and rear views of the action. However, finding the Option 1 and Option 2 buttons in the heat of battle is a test of nerves.

PROTIP: Mow down any opposing warriors escaping from the flaming wreckage of a car. You don't need them coming back to haunt you later.

BattleWheels really goes the extra mile in the graphics department. The seat-of-yer-pants perspective displays a cool-looking battlefield. The scenery looks somewhat flat, but what's there is crisp and colorful.

The sounds in BattleWheels are very realistic. Unfortunately, realistic sounds aren't always good sounds – all you hear during game play are your car's engine and the explosions of gunfire. The music is negligible. However, considering the typical tinny tunes on the Lynx, maybe this was a good choice.

Crash Dummies

This cart's a thrill a minute, but the thrills seem to run out after about half an hour. You'll get the most enjoyment beating up on friends in the multiplayer mode. After all, no matter how much you boast, brag, and taunt, you just can't humiliate the computer. G

Lynx Game Profile

BattleWheels

(By Beyond Games)

BattleWheels is a solid tank-style vehicle shooter with sharp looks, but it rolls into trouble when it comes to sustained interest. Feel free to rumble with some friends, but this one may drive you into the ground if you go it alone.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	3.5	ADJ. (Adjustable)

$39.95
1 meg
Available now

Action
Six players

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Super High Impact

Super High Impact for Super NES™ brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

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BONE-CRUNCHING TACKLES!

SETTLE THE SCORE WITH AN ALL-OUT BRAWL!

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SPIDER-MAN 3: INVASION OF THE SPIDER SLAYERS

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By Gideon

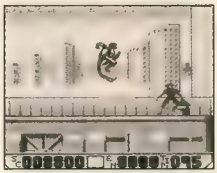
LJN continues its solid Game Boy action-cart tradition with Spider-Man 3: Invasion of the Spider Slayers. Much like its two predecessors, Spider-Man 3 is an action-packed, challenging, and captivating game that brings to the Game Boy's screen all the flavor and excitement of Spidey's four-color video game adventures. Thrills, chills, and spills that only Spidey can spin await you!

Mechanoid Madness

Poor Spider-Man. It seems like every time he turns around there's another gang of supervillains out to squash him. In Spider-Man 3, things don't get any better. Spider-Man supervillains, such as Electro, Scorpion, and the Tinkerer, join forces with the Ultimate Spider Slayer to create a horde of killing machines called (naturally) Spider Slayers. Comic book fans will note that the characters and premise of this game mirror a recent Spidey story line.

It's high-flying action for Spidey.

This five-level, side-scrolling slugfest begins innocently enough in Central Park, where you must take out 20 muggers. The real fun starts when you face off against the first Spider Slayer, a giant chainsaw-tailed, bolt-firing, steel-taloned, metallic monster. In subsequent levels, you move on to other various locales throughout the city streets – the Tinker's workshop, an industrial factory, and the secret hideout of the mechanized drones, where Boss Spider Slayers team up with other supervillains.



Nasty supervillains make madness for Spidey.

PROTIP: The first Spider Slayer's only vulnerable spot is his head. Jump onto his back and attack from above his claws.

PROTIP: To defeat both Electro and the "Dark Iron Man" Slayer in Level 2, lure Electro into detonating the TNT pile with his blasts.

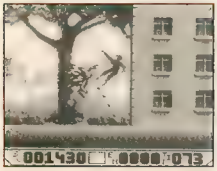
Walk Like an Arachnid

As Spider-Man, you have super strength, agility, the ability to climb walls, and you can spin an unlimited amount of webbing. Spidey's greatest fighting skills are his quickness and agility, which help him stay out of harm's way. You're faster than most of the mechanized drones, so jump over them, climb out of their reach, and swing to safety before you turn around to launch your own attack.

PROTIP: Spidey can't climb ceilings and fire webs at the same time.

PROTIP: Spidey can only shoot webs away from the wall when he's climbing the side of a wall.

PROTIP: Spidey's web bolts span the entire screen.



PROTIP: You can only web-sling if your webbing can attach to something.

In addition to the standard info bar across the bottom of the screen, Spidey has a Spider-Sense Indicator, which points you in the right direction on certain levels. The Spider Power Meter indicates the strength of your punches and kicks. For extra lives, strength, and Spider Power increases, hunt for hidden power-ups throughout each level.

Keep an eye on the Spider-Sense indicator.

"Marvel"-ous Fun!

Spider-Man 3 is a complete 10-issue series of the comic book come to hand-held life. Webhead and villains fight and move exactly as they do in the comics. You needn't be a comic afficionado to appreciate the sharp graphics, fluid animation, and detailed backgrounds. Although the sound effects are only standard, it doesn't hinder the game play. Spider-Man is also easy to control and responds smoothly to commands. This is good thing, since the game is quite challenging, especially on the latter levels. All in all, Spider-Man 3 spins a very entertaining web! G

Game Boy Game Profile

Spider-Man 3: Invasion of the Spider Slayers

(By LJN)

Spidey continues his string of hits for the Game Boy. Plenty of web-slinging, high-kicking, and fist-flying action characterize this fun action cart. Comic fans will especially love the detail of the moves and grooves of Spider-Man and his villains.

$27.96
Available Summer '93
Action
One player
Continues

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RAGING FIGHTER

By N. Somniac

After the overwhelming success of Street Fighter II, it was only a matter of time before a fighting game was created for the Game Boy. Raging Fighter by Konami treads much of the same ground as the other fighting games, and doesn't present anything unique to expand the genre. (How intellectual can you expect "street fighting" to be?) Sharp graphics, solid controls, smooth game play, and intense fighting action earn Raging Fighter respect in the Game Boy arena.

It's All the Rage

For seven millenia, the people of Alpha Universe have relied on a select group of martial arts masters, the Omega Group, to defend them against foreign foes. An annual tournament to decide the Mightiest Mortal is held each year. Seven warriors, each with specific strengths and weaknesses, compete for the title. The ultimate champion must defeat the six other fighters, plus a duplicate of themselves!

Enter the arena and you'll discover that Raging Fighter is really four games in one. When playing solo against the computer, you fight as one of three preselected characters against six other challengers. Enter the Tournament of Pain by choosing one fighter to face every other challenger. The Story Mode empowers you with a team of three fighters to go against all the other fighters in a single-round elimination contest. Finally, link up with a friend for true head-to-head action with your choice of any of the seven fighters.

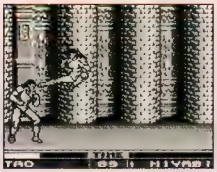
The Trial Tower – stairway to (fighter) heaven.

PROTIP: Start off by playing Tao – the most well-rounded fighter.

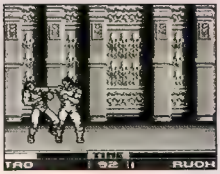
Raging Fighter plays similarly to Street Fighter II. Two laterally moving fighters are presented in a standard side-scrolling perspective. Power bars appear beneath each fighter and a timer keeps track of the length of each round. Several options enable you to customize the game to your individual preferences, such as trigger configurations, four difficulty levels, timer on or off, and a Practice Mode.

Every fighter has 20–40 attack moves. All share the same repertoire of high/low punches and kicks, ducks, defensive stances, and jump-kicks. In addition, each character has a pair of awesome specialized attack techniques – some of which are extremely similar to SFII – such as the downward skull cracker with the heel of your foot and shooting fireballs. Characters respond well to the controls. However, the tiny Game Boy directional pad sometimes hampers combination moves that require multi-directional button presses.

PROTIP: Jump up and toward your opponent to avoid the whirling kick.



PROTIP: Jam an opponent into the side of the screen, and prevent him from getting up by repeatedly using your special move on him.



PROTIP: Each character's strengths, weaknesses, and special moves are clearly explained in the manual. Study them!

Raging Fighter's detailed character and background graphics are impressive by Game Boy standards. Each character sprite is nearly half as tall as the screen. Fighters move smoothly. Special moves, such as flying kicks, shooting fireballs, and spinning kicks, are all well-rendered and cleanly animated.

Fight On!

Although it's a unique game in its own right, Raging Fighter's game play is bound to draw comparisons with Street Fighter II. It doesn't stack up head-to-head, but it wins hands-down as the best fighting cart for the Game Boy. Raging Fighter has everything necessary to make it a winner – sharp graphics and animation, challenging game play, plenty of options, an interactive two-player linkup, and the convenience of instant portability. This "Fight" sounds just right! G

Game Boy Game ProFile

Raging Fighter

(By Konami)

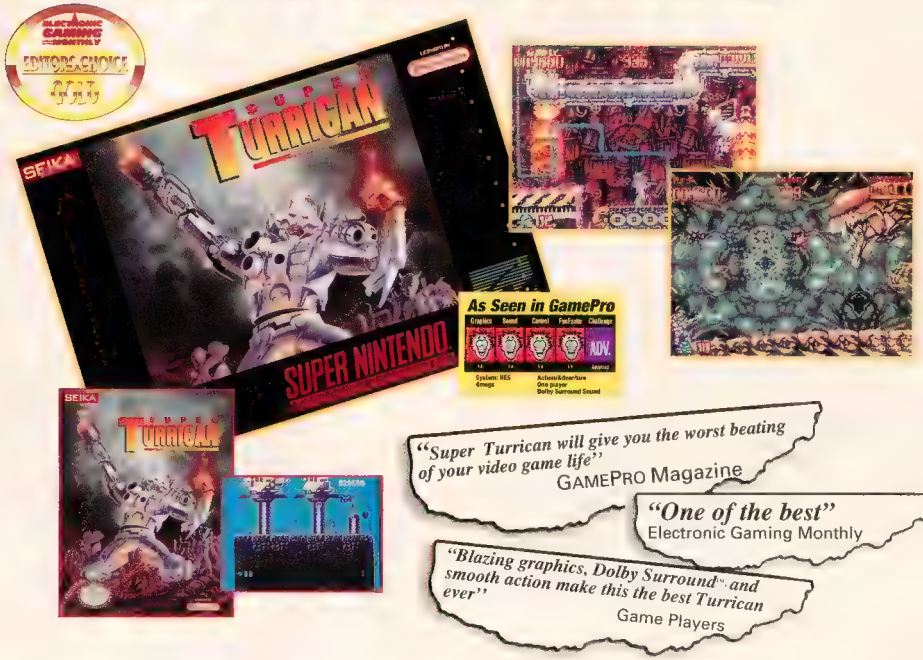
Raging Fighter is a solid fighter with large, detailed characters and plenty of moves. It's very challenging when playing solo, and a nonstop blast when linked to a friend. RF is your best bet for Street Fighter II action on the Game Boy.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	ADJ. (Adjustable)

Price not available
Available now

Beat-em-up
Two players

Freakin' Awesome



"Super Turrican will give you the worst beating of your video game life"
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"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™ and smooth action make this the best Turrican ever"
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Game Boy PROREVIEW

New Chessmaster

By The King Fisher

Are you a chess fan? If so, slipping New Chessmaster into your pocket or into your Game Boy is definitely a good move.

Opening Gambit

This PC portover doesn't feature shoot-em-up action, but it's the most classic strategic game ever, so expect to bust a few brain cells. What's the advantage of New Chessmaster over that chessboard on your living room table? Options! New Chessmaster is loaded with them, and you can't lose any of the pieces.

PROTIP: If you're a novice, start at the easiest level by adjusting the play level to Newcomer 1. The game defaults to Newcomer 2 whenever you power-up the cart.

One or two players (via a Game Link) can ponder their Chessmaster strategies from an overhead perspective. The game's options include difficulty levels, a Learning Mode, and a Teaching Mode. Beginners can use the Teaching Mode to assist them with game play and possible moves. A Thinking Option turns on a window to let you watch the computer strategize and decide the best moves. More advanced players will like the Force Move, which forces their opponent's next move. Other options include a Time Limit Option (limits the amount of time you have to move a piece) and Takeback, (take back one or all of your moves). Last but not least, there's a Save Option for those lengthy games.

PROTIP: If you want to use your Castle Option, be sure you don't use your King or Rook until you're ready to Castle.

It's Your Move

New Chessmaster's smooth and easy controls operate via a simple interface: grab the piece you'd like to move, then move it. If it's an illegal move, the CPU will tell you.

You'll find that New Chessmaster's graphics are sometimes hard to see, but they're about the best you can expect in a chess game on a monochrome Game Boy screen. On the other hand, the sounds are decent, including digitized speech that comments on key points in the game.

Overall, New Chessmaster's many options make it a great chess game to slip into your pocket, whether you're a seasoned pro or a beginner. Check it out, mate!

New Chessmaster
by Hi-Tech Expressions

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	4.0	4.0	Adjustable

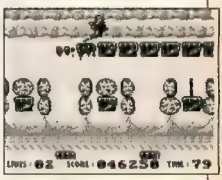
$29.95
1 meg
Available now

Two players
Strategy
Passwords

Speedy Gonzales

By Lance Boyle

The fastest mouse in cartoons is now the fastest mouse in hand-held games. Armed with only his lightning-fast speed and high-flying jumps, Speedy Gonzales has made a successful transition to the small screen. On the Game Boy, Speedy uses his natural abilities to go up against the mousenapper, King Rat, and his army of tricky creatures.



PROTIP: Don't dawdle on the Melting Blocks of Icelandia. Instead, skip the Cheese to get across before Speedy takes the plunge.

A Mexican Tail

To save his mousenapped friends, the Speedster must race past the hostile Eskimos of frozen Icelandia to a bandito-filled Mexican Town, then on through a crazy forest, a burning desert, and deadly countryside before reaching his final confrontation with King Rat in his Cheese Island Castle. Along the way, Speedy is blown backward by Blowing Fans, pushed forward by Sonic-type Springs, carried across water by friendly Whales, and attacked by all kinds of wild animals. It's a fun, frantic trip. Sunsoft has essentially created Mr. Mouse's Wild Ride!

PROTIP: To defeat Level 1's Walrus Boss, Speedy must jump directly onto his head four times without falling off the ice floe.

Nimbly maneuvering through the obstacle-filled lands, Speedy can easily pick up wheels of Cheese to fortify himself and gain extra points. Because he's only a tiny mouse, Speedy loses a life every time he's barely touched by an enemy, a spike, or a water drop. He starts and stops quickly, but sometimes his great speed works to his disadvantage, like when Speedy races out of a loop so fast that you don't have time to react to the next obstacle.

The special effects of this game are up and down. The graphics are strong, but there aren't enough sound effects (the screech of hard-braking Speedy is the best). However, the music is suitably frantic for the game's quick pace.

The Fastest Feet in the West

If you're looking for a rapid race through six challenging levels, you'll find lots to like in the company of Speedy Gonzales, the fastest animal this side of a certain hedgehog.

Speedy Gonzales by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	5.0	Intermediate

$29.95
2 megs
Available June

Action/adventure
One player
Passwords

$14.97

~~$29.70~~

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GAME GEAR PROREVIEW

By Cat A. Tonic

The original Streets of Rage made a successful transition from the Genesis to the Game Gear. Complete with simultaneous two-player, two-fisted action, Streets of Rage 2 is now poised to make its own small-screen debut. Don't look for any complex story lines here, it's just pure, nonstop fighting action!

Word on the Street

It's a year after Blaze and Axel rid the streets of Mr. X and his evil crime syndicate. Now Mr. X seeks vengeance by kidnapping their friend, Adam. This time the objective isn't just to rid the streets of criminal scum...this time it's personal!

Link up with a friend for two-player, simultaneous action (via a Gear-to-Gear cable), or go solo in this side-scrolling slugfest. Five treacherous levels jam-packed with all types of goons and thugs block your way to the final showdown with Mr. X. The large, sharp graphics ensure that you feel every punch, slam, and slap.

Game Gear Game ProFile

Streets of Rage 2

(By Sega)

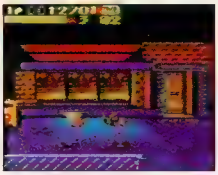
Streeets of Rage 2 is the action-packed sequel to the hit Game Gear game. This time, two players can team up to choose among three different characters. Pick it up if you want a solid, pint-sized serving of nonstop fighting action for any level of gamer.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	4.0	Adjustable

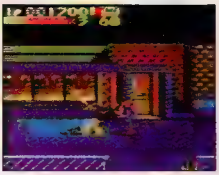
$ 34.99
4 megs
Available now

Action
Two players

Several changes had to be made to size this Genesis game down to Game Gear parameters. For instance, you are only able to choose among Blaze, Axel, and Skate (Adam's been abducted, remember?), and their moves have been simplified in comparison to their Genesis repertoire. Each hero still has different strengths and weaknesses, though, including power, technique, speed, jump, and stamina. Each one can also punch, jump, jump kick, flip opponents, and use one specialized move. For example, Axel launches into a whirlwind, six-hit flurry of punches topped with a spinning uppercut. It's easy to activate the fight moves, and all the on-screen action responds to the silky smooth controls.

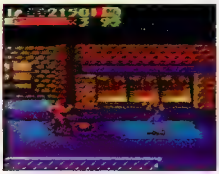


PROTIP: Adam can't move while he's executing his special move. Stand in a safe area with all your enemies in front of you before you activate it.

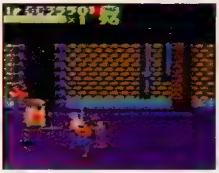


PROTIP: To connect with his spin attack, Skate must be aligned horizontally with an enemy.

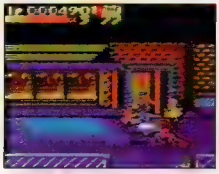
The game's challenge is variable, with an option menu that enables you to choose among Easy, Normal, and Hard difficulty levels, and one to five players per life. With each continue, you can restart with a different character. Additional help is available in the form of power-ups hidden throughout each level, including extra players, health units, and weapons (knives, steel bars, and so on).



PROTIP: Power-ups are usually hidden in background items along the top of the screen.



PROTIP: Jam opponents off-screen, then continuously swing the crowbar at them when they try to reenter the screen.



PROTIP: Blaze's fireballs don't span the entire length of the screen. It does take extra time to launch her fireballs, so move to a safe distance before you shoot.

Hand-Held Mayhem

Streets of Rage 2 is a handful of fighting fun. If you enjoyed the original, you'll love this sequel. Crisp graphics, nonstop fighting action, and the ability to customize the game's difficulty make this cart accessible to gamers of all calibers. See you on the streets! G

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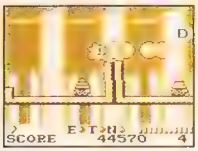
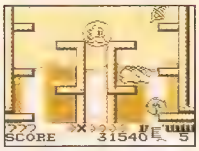
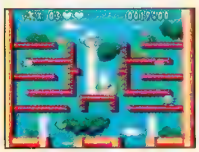




Whoever says blowing bubbles isn't much fun is full of hot air! "Bubble Bobble" is back with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow!



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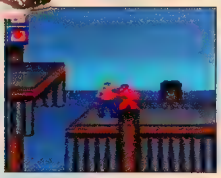
Surf NINJAS

PROTIP: Don't let Johnny linger behind obstacles. He'll be obscured from view and vulnerable to attack.



PROTIP: When your back's up against the edge of Level 2's dock, let your enemy come close and try to fling him over your head by pressing Button 1. When it works, he'll dive out of your life forever.

By Lance Boyle

It's been a big summer for movies with video game connections. First there was *Super Mario Bros.*, then *Jurassic Park* and *Last Action Hero*. Now comes *Surf Ninjas*, a movie coming soon to a drive-in near you and Sega's newest side-scrolling martial arts fighter for the Game Gear. Unfortunately, these video ninjas can't keep up with the summer's big hitters.

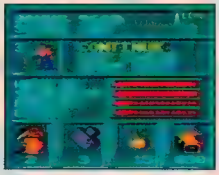
Ernie Reyes, Jr. plays Johnny in New Line Cinema's new movie, Surf Ninjas.

Johnny on the Spot

Considering that surfing's in the title, you'd expect a little wave action somewhere. No way, dude. The closest you get to riding the surf is reading your hero's bio: He's Johnny McQuinn, a California surf rat who discovers he's related to royalty. You play as Prince Johnny, who unfortunately has been targeted by the power-mad Colonel Chi. Chi's assassins engage Johnny in six action-packed levels that go from a fancy restaurant to island jungles to Chi's fortress.

Graphics and sounds are up and down, respectively. Happily, the bright, crisp screens are pleasing, with large, detailed sprites. Sadly, the sounds are unimaginative, just pulsing music and splatting punches.

Heeeere's Colonel Chi, your crazy adversary.



This option screen provides game status and a health check. You can also use it to access advice, weapons, and gold.

Slicin' and Dicin'

Johnny's no wimp. He knows the ninja skills of the ancients, everything from Double Spin Jumps to Jumping High Kicks. He also commands four weapons: Fire, armor-piercing Shurikens, Death Stars, and razor-edged Katana Swords. Unfortunately, the method for changing weapons is cumbersome. (Who wants to escape to an option screen in the heat of battle?)

Surf's Down

Like its title, the game promises more than it delivers. Johnny is capable of lots of ninja moves, but the controls aren't responsive enough to quickly call them forth. While you're punching buttons frantically to execute a Body Throw, an assassin is already punching you senseless.

Sega had a nifty idea of putting Game Gears on-screen as power-ups. Plus, it's clever having little brother Adam give hints via his own Game Gear, which he holds up for you to read. Unfortunately, his advice isn't always helpful. At times, he even tells you he has no advice. Gee, thanks a lot, bro.

Adam gives advice on his Game Gear.

Surf Ninjas' biggest drag is that the villains are too easy to beat. You might blast right through the early bosses without even knowing your moves and weapons yet. A great fighting game needs great fighting villains. (Imagine Street Fighter II with a bunch of baby bosses – ugh!)

Ninja Kids

Any game you can whip in under an hour on your first try might not be worth the investment, unless you're a beginner. Maybe that's Surf Ninjas' true audience. If so, the kids could do worse than this mildly entertaining game. But they could do a whole lot better, too. G

Game Gear Game ProFile

Surf Ninjas

(By Sega)

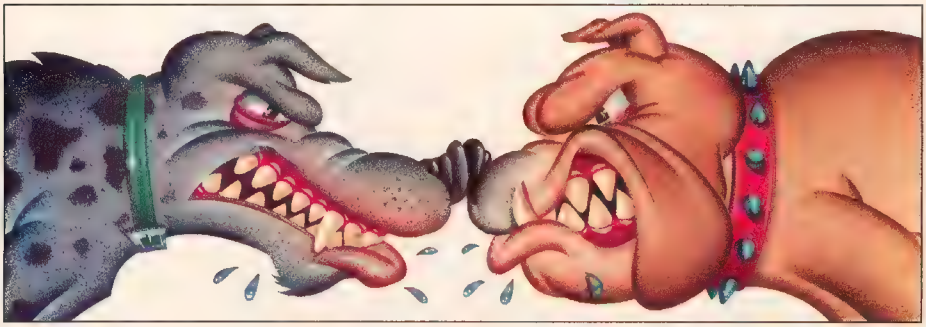
Attractive screens and clever details aren't enough to save this fighting game. Average control and easy-to-beat villains eventually dash Surf Ninjas on the rocks.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	3.0	BEG.
				Beginner

$34.99
Available now

Beat-em-up
One player

You've Seen Dogfighting.



Now Experience Super Dogfighting!

Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES.™

Super Strike Eagle will challenge you with outrageous aerial dogfights in 7 explosive war theaters. Each brought to life by vivid graphics and eardrum-popping stereo sound!

Twist and bend your way through enemy fire with wild roll and pitch functions. Vaporize enemy targets with awesome firepower. Blast a friend clear out of the sky in head-to-head competition mode. Or, bark commands at your friend as you fly together in the same F-15.

Super Strike Eagle from MicroProse. Any other flight sim is for the dogs. To order, visit your favorite retailer or call **1-800-879-PLAY!**

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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JEOPARDY

By Data Carvey

Jeopardy on TV is a legend. Jeopardy for the Game Gear is not. Inconsistencies in the rules and dull game play put the future of Gametek's new video game in...uh, jeopardy.

The Answer Is...

Is anyone *not* familiar with Jeopardy's premise? If you're just in from Mars, here it is in a nutshell: Trivia questions. Cash prizes. Double Jeopardy – cash doubles. Final Jeopardy – bet in advance, answer one question. The player who has the most cash at the end of the game wins. Key concept: The questions are really answers, you provide the questions. "The answer is – Geppetto's cat in *Pinocchio*." "Who is Figaro?" Sound familiar?

Slow Video Games for $100, Alex

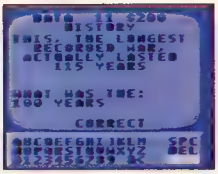
The problem is obvious. You have to spell out the answers, a tiresome task. Maybe you know who successfully organized the 1984 Summer Olympics, but can you spell it? (Peter Ueberroth). The TV show contestants don't have to, but you do, making this more like a spelling test. It's a test of patience, too, because it takes forever to punch in long answers.

Play Jeopardy against either the computer or another player.

The computer allows some minor spelling inconsistencies, but it's unclear what's acceptable. "Betty Daviss" is OK instead of "Bette Davis," but "19" is wrong when the computer wants "19th." You'll also find inconsistencies when spelling names – some answers require both first and last names, while others require only the last name to be correct.

***PROTIP:** Try using the first initial plus the last name to save time.*

***PROTIP:** Recheck your spelling whenever you punch in a new letter. If there's a typo, you might not have enough time to rewrite everything again.*



***PROTIP:** Save time by hitting digits instead of typing out numbers.*

Good Things for $200, Alex

Fans of the show will like the variety of categories. There are over 300 topics, everything from "Authors" to "Begins With a Z," including some charming categories like "Potpourri" and "The Pits."

The questions can be fun.

Alex Trebek fans will enjoy the sounds – the digitized voice of their digitized hero saying "You are right!" hundreds of times. And, of course, there's that famous Final Jeopardy song.

Host with the most, Alex Trebek.

As for graphics, basically all you do is read questions and answers. Gametek tries to liven things up with contestants who cheer and cringe, but it gets old fast.

***PROTIP:** Answer the easiest categories first to build up some winnings. This way you can bet more money when you hit the Daily Double.*

***PROTIP:** Categories aren't continually displayed, so periodically recheck your options.*

***PROTIP:** If you're far enough ahead, you don't have to bet in Final Jeopardy to win.*

Ding Ding Ding, the Daily Double!

You'll need the knowledge of a Ph.D to sweep the board consistently, but you'll need the patience of a saint to play more than a few times.

"The answer is: Jeopardy."
"What is a slow game?"
"You are right!" G

Game Gear Game Profile

Jeopardy
(By Gametek)

Not even a wide range of trivia questions can keep you playing this game. Inconsistencies in the answers and slow game play put this game's future in jeopardy.

Graphics	Sound	Control	Fun Factor	Challenge
2.5	3.5	3.0	2.0	ADV. Advanced

$39.95
2 megs
Available August

TV Quiz show
Two players

The Invader thumb control pad is engineered to meet your need for speed.

It's got turbo firing, so you can blast your way through the action at an accelerated rate. And with independent button control, you can auto fire hands-free at the same time. Or slide into slow motion when you want to take a breather.

No matter what your "hot buttons" are, the Invader will match your playing style. And it's color-coded to match your favorite game system, too. Choose Invader 2 for the Super NES® or Invader 3 for Sega Genesis™ systems.

The Invader 3 Sega Genesis-compatible thumb-control pad and Invader 2 SNES-compatible thumb-control pad

The Invader is a new member of the QuickShot controller team—a complete line-up of high-quality joysticks, arcade-style controllers, and thumb-control pads for the most popular videogame systems.

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THUMB PEOPLE WON'T TAKE SLOW FOR AN ANSWER.

GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.

By The Lab Rat

Since portable playability is the prime concern for on-the-go gamers, action accessories are the perfect summer setup. Hardware companies are now concerned with saving the environment, and saving the consumers money. Here are a couple of cost-effective, environmentally correct rechargers and a slick 'stick that's two-sticks-in-one.

Newsworthy

Nuby enters the rechargeable race with its ultra-compact Snap "N" Power. This slim power pack fits into the battery compartment of your Game Boy, and can be recharged while you're playing! Each charge is good for up to 12 hours of game play. The slim-line design of the Snap "N" Power reduces bulk in both the Game Boy

Snap "N" Power

Type: Rechargeable battery pack

System: Game Boy

Features: The Snap "N" Power is a great concept and a functional design. This pack blows away heavier, outdated, clip-on or exterior battery packs, plus it's good for the environment.

Price: under $20.00

Available: July

Contact: Nuby 800/BUY-NUBY

Power Players

Environmental awareness has hit the shelf again in the form of the rechargeable Solar Gear from Innovation. Recharging by using sun power is a welcome development for Game Gear owners watching their money being swallowed up by the battery-gobbling portable piranha. Attaching to the back of the Game Gear, the Solar Gear also recharges using an AC adapter that is packaged in. The pack takes eight hours to charge, and the charge lasts two to four hours. The pack lasts for a total of 500 charges.

Innovation will also release a similar version of this product, but with stereo speakers built into the pack. Look for the Power Gear to appear sometime this summer.

Solar Gear

Type: Rechargeable battery pack

System: Game Gear

Features: The Solar Gear is perfect for "green" gamers who don't want to shell out the bucks for batteries. The sun-powered Solar Gear is the '90s' answer to politically correct power.

Price: $49.95

Available: July

Contact: Innovation 800/INNOVAT

Jammin' Joysticks

Naki has come up with a joystick that works with two systems to eliminate joystick clutter around your playing area. The Pro Player is a multi-system, six-button 'stick that features Turbo selection for individual buttons and slow motion. This joystick can be used on the Super Nintendo (and Super Famicom), plus the Sega Genesis (and Mega Drive) game systems via a dual-ended connector. At under $40, the Pro Player will replace anything you now own. Its design may be a little large and uncomfortable for some players, but its form serves its function.

The Pro Player

Type: Joystick

System: Super Nintendo, Super Famicom, Sega Genesis, Sega CD, Sega Mega Drive

Buttons: It has 17 buttons altogether. The standard SNES has an 8-button setup (including Select and Start), Slow Motion, Turbo, and Turbo switches for each button. There's also a system select switch.

Features: No more searching for joysticks. This baby has almost all of 'em covered. (Sorry, Duo owners). In addition, the arcade-style switch setup means you can play Street Fighter on both systems with one 'stick. Coolness!

Price: $34.95

Available: Summer

Contact: Naki, 310/556-9757 or outside California 800/626-NAKI

reader survey

SEND IN TO WIN!

Hey gamers, we want to find out more about you, your cable TV viewing habits and your interest in a cable video game service. You can help us by filling in the survey below. By sending in your completed survey, you'll be automatically entered in our random prize drawing. We're giving away one Sega CD, two Sega Genesis, two Sega Game Gears, ten hot Sega game titles, 15 GamePro t-shirts and 20 GamePro subscriptions! So get busy...fill this out and send it in to WIN!!

1. Which of the following video game systems do you or your family own?

1 ( ) SEGA Genesis
2 ( ) SEGA CD
3 ( ) SEGA Game Gear
4 ( ) SEGA Master System
5 ( ) Nintendo Entertainment System (NES)
6 ( ) Super Nintendo (SNES)
7 ( ) Nintendo Game Boy
8 ( ) Atari Lynx
9 ( ) TTI Turbo Express
0 ( ) TTI TurboGrafx-16
x ( ) SNK Neo Geo
y ( ) Other_____

2. In total, how many video games do you own? _____

3 Which of the following types of games do you enjoy playing the most *(Please 'X' all that apply.)*

1 ( ) Adventure Games
2 ( ) Role Playing Games
3 ( ) Puzzle Games
4 ( ) Educational Games
5 ( ) Driving Games
6 ( ) Fantasy Games
7 ( ) Space Games
8 ( ) War Games
9 ( ) Sports Games
0 ( ) Movie Games
x ( ) Arcade Games
y ( ) Other_____

4. Do you rent video games?

1 ( ) Yes 2 ( ) No

5. Approximately how many video games do you rent per month?_____

6. How often do you buy video games that you rent?

1 ( ) Usually
2 ( ) Sometimes
3 ( ) Never

About Cable TV At Your House

7. Do you subscribe to cable TV in your household?

1 ( ) Yes 2 ( ) No

If you said yes to question 7 and you do have cable in your house, please continue with question 8. If you said no and do not subscribe to cable, please skip to question 12.

8. How many TVs in your house are hooked up to cable? *(Please 'X' only **one** answer.)*

1 ( ) 1
2 ( ) 2
3 ( ) 3
4 ( ) More than 3

9. Is the TV you usually play video games on hooked up to cable?

1 ( ) Yes 2 ( ) No

10. Where is the TV you usually play video games on? *(Please 'X' all that apply.)*

1 ( ) Main living room
2 ( ) Den or room other than the main family room
3 ( ) Your bedroom
4 ( ) Other_____

11. Which of the following "premium" cable television services does your household subscribe to?

1 ( ) HBO
2 ( ) Showtime
3 ( ) Cinemax
4 ( ) Sportschannel
5 ( ) Movie Channel
6 ( ) Disney
7 ( ) Other_____

About The SEGA Channel

12. We would like to find out how interested you would be in subscribing to a cable service called the SEGA Channel. On the SEGA Channel you could play any one of 50 or more video games at any time on a TV where you have both cable and your Genesis hooked up. Also, you would occasionally be able to play the first two or three levels of selected new games before they are released in the stores.

Using a scale from 1-10, where a "1" means you would be the least interested and a "10" means you would be the most interested, please rate how interested you would be to subscribe to the SEGA Channel for a monthly cost similar to other pay services like HBO and Showtime.

Circle appropriate number.

Least Interested *Most Interested*

-1 -2 -3 -4 -5 -6 -7 -8 -9 -10

13. Do you think you would actually subscribe to the SEGA Channel?

1 ( ) Yes 2 ( ) No

14. If the SEGA Channel were available, how likely would you be to buy a SEGA Genesis so you could play games on the SEGA Channel?
Using a scale from 1-10, where a "1" means you would be the least likely and a "10" means you would be the most likely, please rate how likely you would be to buy a SEGA Genesis so you could play games on the SEGA Channel.

Circle appropriate number.

Least Interested *Most Interested*

-1 -2 -3 -4 -5 -6 -7 -8 -9 -10

15. Which one of the following options would you like best for the SEGA Channel: *(Please 'X' only **one** answer.)*

1 ( ) Being able to select from a new set of 25 games each month
2 ( ) Being able to select from 50 games, with 25 of the 50 games changed each month
3 ( ) Being able to select from 100 games, with all 100 games changed every 3 months

A Few Background Questions

16. How many people in your house play video games?_____

17. Who in your household spends the most time playing video games?

1 ( ) Me
2 ( ) Brother/Sister
3 ( ) Parent
4 ( ) Other

18. What is your age?_____

19. Are you:

1 ( ) Male
2 ( ) Female

Sega, Genesis, Game Gear, Sega CD and the Sega Channel are trademarks of SEGA.

Send in your completed survey today! To enter the prize drawing, please fill out your name and address below. Entries must be postmarked no later than August 31, 1993. Drawing to be held on or about September 10, 1993. *PLEASE PRINT CLEARLY.*

Name _____
Address _____
City _____
State _____ Zip _____
Phone (_____) _____

IDG RESEARCH SERVICES
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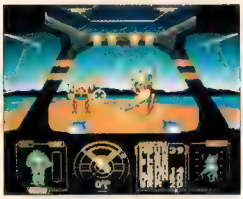
STRATEGIC THINKING.
KILLER INSTINCTS.

The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027. Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead. Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

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S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Duo

Time Cruise

Play All the Bonus Rounds

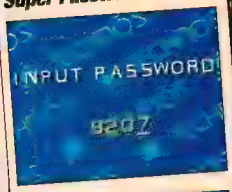
Pinball wizards can practice all of the bonus rounds in Time Cruise with this slick trick. Go to the Practice Mode menu, then **press Up, Up, Down, Down, Button II, Button II, Right, and Select**. A new Practice Mode Screen will appear that enables you to access any of the game's bonus rounds.

T.J. McDonald, Eureka, CA

Super NES

CombaTribes

Super Password



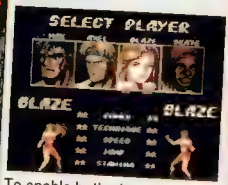
The fighting's easy with this password that enables you to play as any of the bosses or enemies in CombaTribes. Just enter the password 9207.

Dennis Man, Oakland, CA

Genesis

Streets of Rage 2

Play as the Same Character



To enable both players to select the same character in a Streets of Rage 2 game, wait until the Title Screen appears. Then, **press and hold down Right, Button B on Controller 1, Left, and Button A on Controller 2. While continuing to hold down all these buttons, press Button C on Controller 2.**

Jay Shreve, Oil City, PA

Duo

Shadow of the Beast

Invincibility

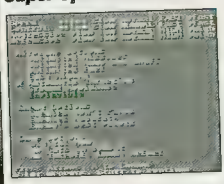
This monstrous code gives you invincibility in Shadow of the Beast. When the Title Screen appears, **press Button II, Button I two times, and Button II.** You'll know if the trick worked if your energy changes to 99.

Ted Orkhill, Chico, CA

Genesis

F22 Interceptor

Super Option Screen



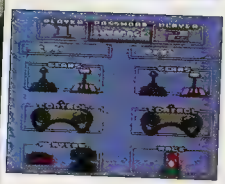
There's a cool Option Screen in F22 that gives you unlimited firepower, invincibility, and more. During your game, **simultaneously press Buttons B and C** and the Option Screen will appear.

Aaron Evers, St. Clair, MO

Genesis

Lotus Turbo Challenge

Passwords



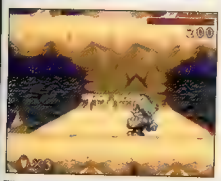
Here are two special passwords for Lotus Turbo Challenge that'll give you different game options. Plug in the password MANSELL and you can race through the entire circuit without worrying about qualifying. No matter what happens, you'll automatically qualify for the next race. For a super-powered Lotus, plug in the password SLUGPACE. Your car can go from zero to 60 m.p.h. in seconds.

Ronnie Baker, Chapel Hill, NC

Genesis

Taz-Mania

Level Skip, Invincibility, and Level Select



There'll be no more temper tantrums after you get a hold of these tricks. Plug in two controllers. When the Title Screen appears, **simultaneously press Buttons A, B, C, and Start on both controllers**. Begin a regular game, and when you're ready to skip a level, **press Start to pause. Then, simultaneously press Buttons A, B, and C**, and you'll advance to the next level.

To become invincible, **press Start to pause, then press Button B**. To turn off the invincibility, **press Start to pause, then Button A**.

Finally, to choose any level, **press Start to pause the game, then press Button C.** Numbers appear below the word "Pause." Use Left and Right on your control pad to choose any level. When you've reached the level you want, unpause and begin your game.

Ken Ottosen, Saanichton, Canada

Super NES

Sonic Blast Man

New Difficulty Setting

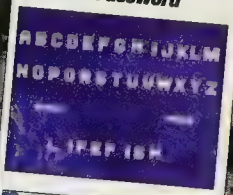
Create a new difficulty setting with this simple Sonic Blast Man trick. When the Title Screen appears, **simultaneously press and hold down Buttons L and R, then press Start.** Go to the Options Menu, and you'll discover a new difficulty setting, "Very Hard."

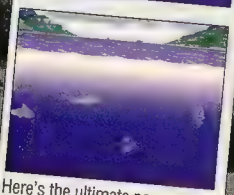
Jason Steele, Red Deer, Canada

Genesis

Ecco the Dolphin

Ultimate Password





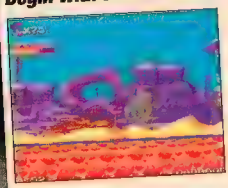
Here's the ultimate password for Ecco the Dolphin. This code gives you all the air you need in any level. In fact, the breath meter disappears altogether. Simply plug in the password **LIFEFISH.** Then, push Start to begin the game.

Aaron Eppy, Fitchburg, MA

Super NES

Road Runner: Death Valley Rally

Begin with 75 Lives



Here's a pad trick that enables you to begin with 75 lives for the Road Runner. When the Title Screen appears, **simultaneously press and hold down Button R, Button Y, Left, Select, Start, and then press Button X.** Beep, beep!

Mike Foster, Hartford, CT

Super NES

Tiny Toon Adventures: Buster Busts Loose

Unlimited Continues

Here's a Tiny Toon code that gives you unlimited continues, and you won't have to battle the boss at the end of each stage:

The password is: **Plucky Duck, Babs Bunny, Bookworm.**

Nicholas Stiles, Dalton, GA

S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Jennifer Capriati Tennis

Super Password

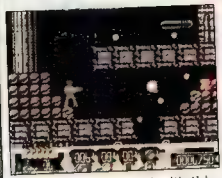
Need some new competition in Jennifer Capriati Tennis? Plug in the password GRAND.SLAM and prepare for an ace. You'll find you're able to access a new lineup of 24 players – 12 women and 12 men. Be sure to put a period between Grand and Slam, and fill up the rest of the password slots with periods.

Bobby Orlando, Miami, FL

Genesis

Universal Soldier

Passwords



You're truly universal with this set of passwords:

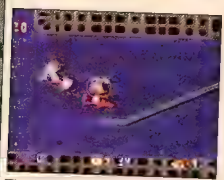
Stage 1-2:	CHSGM
Stage 1-3:	MKSNS
Stage 2-1:	SGGBY
Stage 2-2:	JLGPH
Stage 2-3:	JDRSD
Stage 3-1:	PKSND
Stage 3-2:	CWBPM
Stage 3-3:	SFTNP
Stage 4-1:	CMVDG
Stage 4-2:	BYTCM

Rodger Pittman, Rochester, IN

Super NES

Bubsy in: Claws Encounters of the Furred Kind

Passwords



The fur will fly when you take a scratch at these Bubsy passwords:

Chapter 1:	JSSCTS
Chapter 2:	CKBGMM
Chapter 3:	SCTWMN
Chapter 4:	MKBRLN
Chapter 5:	LBLNRD
Chapter 6:	JMDKRK
Chapter 7:	STGRTN
Chapter 8:	SBBSHC
Chapter 9:	DBKRRB
Chapter 10:	MSFCTS
Chapter 11:	KMGRBS
Chapter 12:	SLJMBG
Chapter 13:	TGRTVN
Chapter 14:	CCLDSL
Chapter 15:	BTCLMB
Chapter 16:	STCJDH

Dan and Scott, Phoenix, AZ

Genesis

Lightening Force

99 Ships

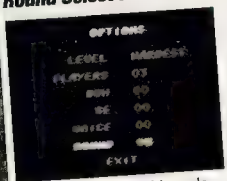
Zap! You can begin Lightening Force with 99 lives. When the words "Press Start" appear on the Title Screen, **simultaneously press Buttons A and Start. When the Configuration Screen appears, highlight "Stock Ship" and set the number to zero.** You'll have 99 ships when you begin your game.

Scott Hill, Burlington, NC

Genesis

Streets of Rage 2

Round Select and More



Hit the streets with this code that enables you to choose any round and begin with 27 lives.

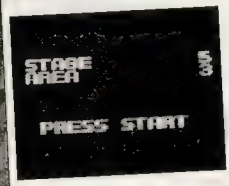
You can also play hidden levels of difficulty, including Mania. When the Title Screen appears, **select Option. Then, simultaneously press Buttons A and B and hit Start on Controller 2.** Next, choose any level, any round, and begin with nine lives and two continues (a total of 27 lives).

Jason Paul, Ann Arbor, MI

Genesis

Teenage Mutant Ninja Turtles: The Hyperstone Heist

Stage Select



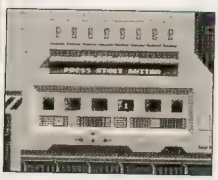
Cowabunga! You can choose any stage you like in Hyperstone Heist with this trick. **Wait for the Konami logo to appear, then press Button C, Button B two times, Button A three times, Button B, and Button C before the logo disappears. Press Start. Then, when the Title Screen appears, press Button A, Button B two times, Button C three times, Button B, and Button A. Press Start again**, and an Option Screen will appear that enables you to choose any stage.

Ian Bell, Beaverton, OR

Genesis

X-Men

Stage Select



You'll feel like a superhero when you use this X-Men stage select code. Before the Title Screen appears, **simultaneously press and hold Down, Button A, and Button C.** When the Title Screen appears, **release the buttons and hit Start.** Then, remove Controller 1 and plug it into the Controller 2 slot, then hit Start again. Put another controller into the Controller 1 slot, and hit Start once again. When you begin your game, you'll discover that the different control room panels correlate to the different levels of the game. The far left equals Level One, and they continue sequentially to the right. Pick a level, and you'll be there!

Dave Ellsworth, Boise, ID

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Genesis

Shadow of the Beast II

Game Credits

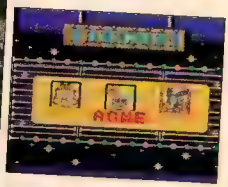
If you want to see the names of Shadow of the Beast II's programmers, there's an easy trick that gives you access to a special Credits Mode. Wait until the Psygnosis logo appears, then **simultaneously press and hold down Buttons A, B, and C, and press Start.**

Luke March, Los Angeles, CA

Super NES

Tiny Toon Adventures: Buster Busts Loose

Play the Bonk Games



You'll go looney when you plug in this Tiny Toons password and discover that you can play any of the bonus games. The password is: **Elmyra, Shirley the Loon, and Calamity Coyote.** When the bonus game menu appears, use Select to choose your bonus game, then hit Start to begin play.

Cameron Mitchell, Boston, MA

Game Gear

Shinobi 2: The Silent Fury

Passwords

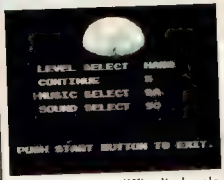
Take a hack at Shinobi 2 with these easy passwords:
Yellow, Pink, Green, and Blue Ninjas: **D09F9**
All Ninjas and Yellow Crystal: **11817**
All Ninjas and Yellow, Pink, and Blue Crystal: **B9B12**
All Items: **1FEDF**

Scott Hill, Burlington, NC

Genesis

Fighting Masters

Easy and Mania Levels



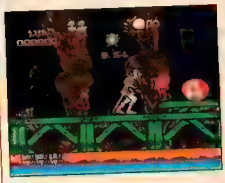
There are more difficulty levels than meet the eye in Fighting Masters. To reach the easiest level, **go to the Options Screen and set Level Select on easy and Continue on 5. Then, go to Music Select and listen to 8C, 8B, and 8A. Next, go to Sound Select and listen to 90.** To reach the Mania Level, follow the same procedure, but set the Level Select to Hard.

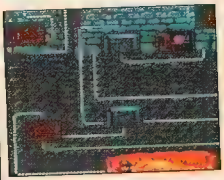
Zachary Mouri
Rancho Santa Margarita, CA

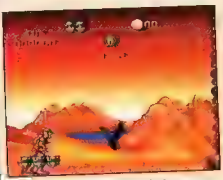
Super NES

Dragon's Lair

Passwords







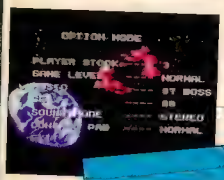
Slay the Dragon's Lair by choosing any level with the following codes:
After the two Snake Bosses:
2D, 4C, 6A, 8B
After the large Bat:
1B, 2D, 7A, 8C
After the Grim Reaper:
3D, 4B, 5C, 6A
The Dragon's Lair:
1A, 3B, 5C, 6D

Tim Plunkett, Leavenworth, KS

Super NES

Sonic Blast Man

Level Select



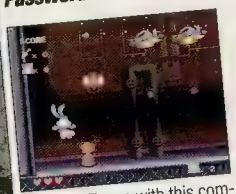
Blast the man to any level you like with this code. **Select the Option Screen and choose Music. Change the music number to the number of the stage you wish to play. Then, press and hold down Select, press Button L, Button R (two times), Button L, and Start.** After a few seconds, you'll warp directly to the level of your choice. (P.S.: There are a few variations to this trick. If you choose HIT as your music number, you can play any bonus stage. If you choose BOSS as your music number, you can play any of the bosses).

Max Rearden, San Antonio, TX

Genesis

Tiny Toon Adventures: Buster's Hidden Treasure

Passwords



Bust Tiny Toons with this complete set of passwords:

Dizzy Devil: BYBG LDDL LDBD DLDD LDTG

Calamity Coyote: GRBB TLLD LLBB MILL DLPD

Plucky Duck: XHBQ HZGL LDBQ HZDD LLGM

Fight Toxic Revenger: GJBQ HZZG LLBQ HZZL DDMR

Fight Pirate Ship: QJBW HZZB DLBW HZZK LLMG

Hamton: KTBQ HZZQ WGBQ HZZQ QDVR

End: PDBW HZZQ ZKBQ HZZW ZGJN

Brian Cox, Middletown, OH

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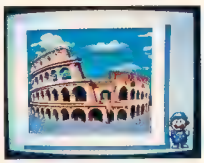

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BATMAN RETURNS

By Scary Larry

The man with the batitude is back and kicking some bat on the SNES. Here's how to beat the final level, along with some tips that enable you to bash that beaked bad-boy, the Penguin. Don't forget to check out all the cool, digitized cinematic sequences from the game, and all the special endings.

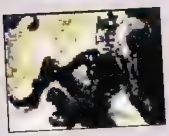
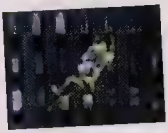
PROTIP: In addition to all the other enemies in this level, you've got to contend with missile-launching penguins. When they do the shimmy, hide in the lower-left corner of the screen.

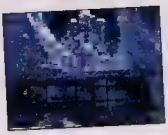
PROTIP: Fire Batarangs into the beak of the deadly duck while avoiding missiles thrown by the penguins.

PROTIP: As soon as you see the Penguin, punch and jump-kick him as much as you can. Come in at an angle and wail away. When the Penguin tries to go airborne, launch a Test Tube to bring him back to Earth. Repeat this procedure and you'll eventually destroy this fowl fiend.

Here are the five different endings. Which one can you get to?

Check out these cool digitized stills! You can follow the movie's story line with these pix.



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PRONEWS

Sega to Rate Video Games

Mortal Kombat's Fatalities Draw Fire from Nintendo

Taking a cue from the movie and record industries, **Sega of America** has announced a self-imposed game rating system for its software (see Letter from the GamePros, page 8). To determine the ratings, a Sega executive advisory council, coupled with consumer focus groups and other "industry representatives," will evaluate games for their graphics, sound, and game content.

In a tersely worded response, **Nintendo of America** criticized the rating system, noting that Nintendo would never allow extremely violent games to appear on its systems. The company cited **Mortal Kombat** as an example, and stated that licensee **Acclaim** would not be allowed to release its upcoming SNES version of the game with the graphically violent "Fatalities" intact. The Fatalities depict characters lopping each others' heads off. On the other hand, Nintendo claims that Acclaim will likely release the Genesis edition with the Fatality Moves in full operation. Both versions are due out on "Mortal Monday," September 13, 1993.

Acclaim spokesperson Allyne Mills responded, "There's a difference between reality and fantasy, and Mortal Kombat is a martial arts video game. There's a monster, a reptile, and a thunder god who spews fire and ice. Is that real? No!" She added that MK's violence was not realistic enough to have harmful effects on players.

As we go to press, Sega will not confirm whether its ratings will be enforced at the store level. Would sales clerks at Toys "R" Us really stop a 12-year-old from buying an MA-17 game? Are we headed for a video game world of fake I.D.s and underage game playing?

Nintendo Hikes Prices

Observant shoppers may notice a big jump in certain SNES games in the near future...a price jump, that is. Due to changes in the currency exchange rate between the yen and the dollar, **Nintendo Co. Ltd. of Japan** has announced plans to raise prices by 20% on all future U.S. games that incorporate "new technology," such as the Super FX chip. Consumers will pay around $60 for games that now cost $50. No word yet on whether prices will rise on third-party licensee carts.

Sega, Park Place Form Sports Divisions

Sega of America has now formed its own sports label, called **Sega Sports**. The roster for the rest of '93 includes new Montana games for the Genesis and Sega CD, the 16-meg update on MLBPA SportsTalk Baseball called **World Series Baseball**, and **Greatest Heavyweights**, a boxing game that supports both the six-button Arcade Pad and the Activator.

Park Place Productions has also announced its own label, **Sports Forum**, which will publish 3DO Interactive Multiplayer games. With championship-caliber sports hits like the original **John Madden Football** and **NHL Hockey** to its credit, Park Place Productions is one of the most acclaimed sports game developers in the world. Look for football, basketball, and racing games by the end of the year.

West Coast Powers Up

Movie-rental club **West Coast Video** has good news for gamers: games! Its Game Power Headquarters division will carry a wide selection of video games for rent or for purchase, as well as tip sheets, contests, and *GamePro* books and magazines.

Street Fighter II, from Game Screen to Silver Screen

With *Super Mario Bros.* already in theaters and *Double Dragon* on its way, the latest news on the game-to-movie front is the long-awaited **Street Fighter II** movie announcement. To be produced by the **Edward R. Pressman Film Corp.** and co-financed by **Capcom Co. Ltd.**, *SF II* will be a live-action movie version of the most popular video game of the '90s. Steven de Souza of *Die Hard*, *Die Hard 2*, and *Running Man* fame will lend his talent as writer/director. Early talk has the World Warriors embroiled in a hostage rescue mission against terrorists, warlords, and drug dealers operating out of an international hotspot. Look for the film to hit theaters by Fall '94.

Just as the biggest video games will light up theaters everywhere, this summer's blockbusting movies will make the jump to cartridge and CD systems. *Surf Ninjas*, the story of two beach-bums-turned-ninjas, is coming to the Genesis and to the Game Gear from Sega. In *Last Action Hero*, Arnold Scharzenegger is a movie superhero who's transported into the real world, where he must save an admiring young fan (and the rest of the planet) from the film's villains who are following him. **Sony Imagesoft's** got video game Last Action Hero editions for the Genesis, the Sega CD, the SNES, and other systems. All are due for fall releases. Finally, **Warner Bros.** and **Virgin** will collaborate on the video game release of *Demolition Man*, based on the action flick starring Sylvester Stallone and Wesley Snipes. Look for 3DO, SNES, and Genesis versions this fall.

Ernie Reyes, Jr., half of the Surf Ninjas team

***Ahnold stahs in one of the summah's biggest hits* – Last Action Hero.**

Spelling Wars

Sharp-eyed readers might've caught our error in our June issue. We accidentally attributed the film *Star Wars* to Steven Spielberg, when everybody knows (and we did too, actually) that it was a George Lucas creation. Not only that, we compounded our error by misspelling Spielberg. Apologies to all.

At the Deadline...

...Vampire-slaying update: According to our overseas contacts, rumors have surfaced in the Japanese press that **Castlevania V** for the Super Famicom (Japan's SNES) is under development by **Konami.** It's reported to be a 16-meg cart with a Super FX chip!

...Get the inside scoop on **Mortal Kombat** moves, merchandise, and most-asked questions in **Acclaim's** new newsletter, *The Pit.* This not-so-underground publication is available for free by sending your name and address to Acclaim, P.O. Box 9005, Oyster Bay, NY 11771.

...Now that **Nintendo Co Ltd.** president Hiroshi Yamauchi owns a large stake in the Seattle Mariners, the company's licensing of All-Star center fielder Ken Griffey, Jr. comes as no surprise. Due in time for next year's opening day in April, **Ken Griffey, Jr. Presents Major League Baseball** will be a 16-meg SNES cart featuring all 28 Major League teams, logos, uniforms, and ballparks.

...Here's a hot **Nintendo** rumor: *The San Francisco Chronicle* newspaper has reported that Nintendo is planning to launch an interactive TV network by the end of the year that would offer a variety of shop-at-home, entertainment, and gaming services. 3DO is also reported to be working on a similar system.

...Sega of America's coming to your town, and it's bringing Cherry Coke with them. In a joint promotion, the two giants will tour a Sonic Shuttle van through 20 U.S. cities, dispensing free video game stations, samples of Cherry Coke, and a variety of promotional giveaways.

...Sonic's really hitting the road these days. **Nikko's Sonic The Hedgehog R/C** is a remote-control car that boasts working headlights, wheelies, and spins.

...Finally, guess who's the video gamer in the White House? President Clinton's daughter Chelsea? Nope, it's First Lady Hillary Rodham-Clinton, who, in a recent *Time Magazine* interview, claimed that she's "addicted to the Game Boy." Wonder if she'll be playing **Kaneko's** new **Socks the Cat** game on the Genesis....

BLOCKBUSTER VIDEO Top 10 Video Game Rentals

Nintendo NES	Super Nintendo	Sega Genesis
1. Kirby's Adventure	1. Bubsy in: Claws Encounters of the Furred Kind	1. X-Men
2. Tecmo NBA Basketball	2. WWF Royal Rumble	2. Cool Spot
3. Tiny Toon Adventures 2: Trouble in Wackyland	3. Fatal Fury	3. Bulls vs. Blazers and the NBA Playoffs
4. DuckTales 2	4. Taz-Mania	4. R.B.I Baseball '93
5. Yoshi's Cookie	5. Bulls vs. Blazers and the NBA Playoffs	5. Tony La Rusea Baseball
6. Battletoads Double Dragon The Ultimate Team	6. Lost Vikings	6. Fatal Fury
7. Incredible Crash Dummies	7. Tecmo Super NBA Basketball	7. Ecco The Dolphin
8. Monopoly	8. StarFox	8. Flashback: The Quest for Identitiy
9. Bases Loaded 4	9. Alien 3	9. Streets of Rage 2
10. Mega Man 5	10. Shadowrun	10. Road Rash II

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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Adv Of Lolo 2	8 29
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Baseball Simlr	10 22
Baseball Stars	12 25
Baseball Stars 2	20 44
Bases Loaded	1 7
Bases Loaded 2	4 12
Bases Loaded 3	8 22
Bases Loaded 4*	22 39
Baseswars	8 19
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Battle Chess	10 26
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Battle Tank	8 26
Battle Toads	10 30
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Dragon Warr 3	20 44
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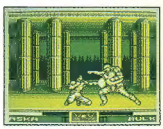

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